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MARCH 1987

MICHIGAN ATARI MAGAZINE

NOW INCORPORATING THE NEWSLETTERS OF THESE ATARI CLUBS:
C.H.A.O.S. (LANSING) -- G.A.G. (FLINT)
C.A.C.E. (JACKSON) -- T.A.G. (SAGINAW/BAY CITY/MIDLAND)
B.K.A.U.G. (BATTLE CREEK) -- W.A.U.G. (ANN ARBOR)
G.K.A.U.G. (KALAMAZOO) -- G.R.A.S.S. (GRAND RAPIDS)

Atari News

G.R.A.S.S. is growing on MICHIGAN ATARI MAGAZINE... or something like that. The GRAND RAPIDS ATARI SYSTEMS SUPPORTERS user group (about 95 strong) makes the 8th group to join our publication. Look for lots more information and local input from them as they "get in the groove" with the rest of us Michigan ATARI users.

B-BIT EMULATOR for the ST a REALITY! But can it ever be released? See story inside!

The ATARI IBM CLONES may NOT be a reality, on the other hand... for a while, anyway. Two problems are the major hangups: negotiations for GEM for the machine, and FCC acceptance. Neither area has had any positive movement, despite ATARI's optimistic projected "spring '87" release of the \$500 do-it-all PC compatible. The GEM interface, owned by DIGITAL RESEARCH Inc., would make over 700 ST titles directly portable to the machine, but according to DRI, no agreement is near on the licensing of the interface. Additionally, FCC type acceptance is necessary for any commercial computer product, a process that can take literally forever, but never less than about 40 days. ATARI hasn't even APPLIED for approval, since there is not yet a finished production model. Industry observers note that the announcement has seriously turned down the purchases of the ST machines, and that the lost sales cannot be made up for within the ATARI line because the new machine isn't ready. This is exactly how OSBORNE COMPUTER CORP put themselves out of business a few years ago.

ATARIFESTs for Detroit and Chicago are in trouble. After a long seige of difficulty in negotiations with ATARI, Detroit's 400-plus member M.A.C.E. club threw up their hands and pulled out of the effort, cancelling a planned August '87 show for the Southfield Civic Center. Before the body was cold, the competing Detroit area ATARI club, MAGIC about 90 member strong, contacted ATARI and took up the torch. They even got SANDY AUSTIN, ATARI's user group contact, to come to Detroit to discuss it. Hard feelings abound at M.A.C.E., since they had not been able to even get Sandy to return some of their calls. What next? Film at 11:00. In CHICAGO, union costs MAY cancel their ATARIFEST. Requirements that UNION employees carry all equipment, set up anything electrical, etc. have driven projected costs through the roof.

MORE PANIC IN DETROIT: ANTIC MAGAZINE's publisher Jim Capperell wrote to Detroit's M.A.C.E. to notify them that they had to remove any and all ANTIC programs from their BBS. He reaffirmed that they are copyrighted, and to exchange them is PIRACY. Despite previous "understandings" about such things, it now looks like ANTIC wants to play hardball. Nothing was said in the letter about library inclusions of ANTIC material, but that is probably next. This will be quite a blow to many smaller clubs that have had almost nothing else in their club library but ANTIC and ANALOG material. ANALOG went on record last year saying that their materials could not be distributed BEFORE THE PUBLICATION DATE of the magazine. Does ANTIC really think they are likely to sell many of their older disks this way? Looks like ANTIC wants to be like SOFTSIDE magazine... hard to deal with, then gone altogether.

FEATURE OF THE MONTH: WORD PROCESSORS (8 AND 16 BIT)



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Editor's Note

Rich Barnes
(517) 349-0513

This month, we would like to welcome the Atari Club of Grand Rapids into our Michigan Atari Magazine family. We now encompass almost all of the Michigan Atari Organizations except for the notable exceptions of M.A.C.E. and M.A.G.I.C., both of the Detroit Area. This wide ranging territory provides both the reader base necessary to give an advertiser some value for their advertising dollar and also provides the variety of interest and submissions necessary to keep it interesting.

If you read an ad that offers something of interest, even if it is only a free catalogue, please remember to mention our name. The only way that the advertiser can judge the success of their advertising is through your response. This response is important to them and to us so that they continue their advertising with our publication.

We all want a larger publication with more articles. We are at present negotiating with all of the clubs to try to accomplish this goal. We hope to maintain the size of this issue or even be able to increase the size in the future. However, to do this, we will need your cooperation. We can't do it alone...

If you have any questions or comments, please drop us a line by mail or through the C.H.A.O.S. BBS.

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This publication is the official newsletter of several independent groups of Atari 8-bit and 16-bit computer users. It is intended for the information and education of their members as well as the dissemination of Atari related information. Opinions expressed in this publication are those of the respective author and are not in any way official opinions of the associated user groups.

Other non-commercial USER GROUPS are granted permission to reprint articles from this magazine provided credit is given to the respective author as well as to the Mid-Michigan Atari Magazine. Most original files are available from the C.H.A.O.S. BBS upon request, and also appear in DL7 on COMPUSERVE for downloading.



Rumors

THAT WAS THE ATARI EMULATOR THAT WAS
by JOHN NAGY (C.H.A.O.S.)

An "800" emulator for the ST is a reality! I have seen it and talked to the author. DAREK MIHOCCA of the LONDON, ONTARIO area, has written and distributed several levels of beta test versions on BBS's. He originally planned to make a emulator for just about all the 6502 machines, but has since broken the emulations into separate versions for the APPLE II, the ATARI, and soon the COMMODORE 64. (YIKE!).

The version I saw ran no graphics and did not support DOS functions. But in a telephone interview on February 22, Darek, a 20 year old college student at Waterloo University outside Toronto, told me that he has now developed the emulation to produce all graphics modes, DOS support, and even DISPLAY LISTS! Still to be developed are PLAYER MISSLE GRAPHICS and SOUND.

Additionally, there seems to be a string-handling bug in the ATARI 8-bit BASIC emulation but Darek expects to have that corrected shortly. Ultimately he plans to have the emulation good enough to run commercial heavy-graphics software.

At this point, the emulation runs about 1/4 the speed of "normal" 8-bit execution as the emulation is an interpreter Plans for commercial distribution (and in fact ANY distribution) are now sketchy, because of... guess who?

ATARI CORP. ... who WON'T allow the emulator to be distributed. The problem is that Darek's program uses the ATARI (copyrighted) operating system and ATARI BASIC. ATARI says this is PIRACY and has threatened suit if the emulator gets out. Real user-friendly, this company!

Mihocka is trying to get around this objection by devising a program that will extract the required data out of the user's own 8-bit ATARI machine, port it to the ST, and integrate it into his emulator... but even this may not be satisfactory to ATARI. "They tell me that it will encourage piracy..." says Mihocka, who contacted ATARI about his work when XANTH (a Seattle area software company-- remember BOINK?) expressed commercial interest in the 8-bit emulator.

All is not lost, perhaps. Mihocka is re-writing many routines into 68000 machine code (as he had to do for printer support, as the ST does not have the 8-bit type daisy-chain cable). If he is able to replace enough routines, the speed of the emulation will dramatically increase, and the need for the

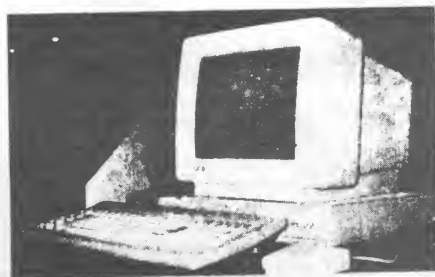


ATARI ROM will decrease. Then, BIG JACK won't be able to say much about the emulator.

We thought it was unfortunate (and even ATARI seemed to agree) when APPLE was unco-operative about ROMS for the MAGIC-SAC MACINTOSH emulator. Now the shoe is on ATARI's own other foot and they are being just as difficult. Lets hope this one can be resolved above-board.

Write to Jack Tramiel and tell him what you think of his company's opposition to the development of what many of us have been waiting for- a way to avoid losing all our hard-earned software when we buy the ATARI ST.

Look for more on this story in future issues of MICHIGAN ATARI MAGAZINE.



The ATARI MEGA ST, shown at the LAS VEGAS CONSUMER ELECTRONICS SHOW, to be available mid-1987.

Atari Technical

1050 DRIVE BLUES: Get a SLOWWWW boot error, or sometimes just can't get the %\$!* thing to read? The most LIKELY problem is NO DISK ROTATION. This can be due to belt problems, a loose flywheel, or insufficient SQUEEZE on the disk. Diagnosing the belt problem is easy once you open the drive, just look at what is happening when the motor runs. Sometimes the belt is lying in the bottom of the drive. Sometimes, it looks ok but won't stay on anymore! New belts are hard to find, try buying a small "O" ring that can replace the belt. If the flywheel center attaching screw is loose, that's another easy fix. The hard one to tell about is when the disk just sn't being squeezed enough by the turn-down handle mechanism to grip and turn the disk reliably. I put a few thicknesses of paper lables under the part that pushes down when the handle is moved to see if it would grip tighter. It worked so well, I haven't gone back in to see if there is another way to increase the grip... but I suppose the paper will someday wear out. That's soon enough for me.

8-bit DOS ON A CART: Spartados from ICD is not the only player in the DOSCART game anymore... and the competition is coming from MICHEAL WHEELER of ALASKA. He has put ATARI DOS 2.5 on a cart and added true double density support and a ramdisk handler. Although it is memory-greedy (16k when resident), the cart can be switched out manually. Another switch handles BASIC in or out. This looks like a basement operation, as plans and code for eprom burning yourself are available for \$5, and we don't have a price on finished carts. Contact MICHEAL E. WHEELER, P.O. Box 104013, ANCHORAGE, ALASKA, 99510.



The ATARI PC CLONE, also shown at the C.E.S., which may be MUCH later in making its appearance (see story on front page).

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C.H.A.O.S. is the CAPITOL HILL ATARI OWNERS SOCIETY, serving the ATARI community of the Lansing, Michigan area. The CAMPUS HILL ATARI OWNERS SOCIETY is the Michigan State University chapter of C.H.A.O.S.

Membership dues are \$12.00 per year and entitle the member to a 1 year subscription to the Mid-Michigan Atari Magazine, a free disk from our regular library, access to our other libraries and facilities as well as access to our other resources.

Dues may be paid at any regular C.H.A.O.S. meeting or by mail. If not using an official Membership Application, please include your Name, Address, Phone and a list of your equipment and interests.

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Inquiries regarding C.H.A.O.S., mail orders, memberships and etc, should be sent to:

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PO Box 16132
Lansing, MI 48901

Meetings take place on the 2nd and 3rd Saturdays of each month, at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10:00 am sharp and last until 1:00 pm.

S.T.I.N.G. (S.T. Interest Group), for Atari ST owners, meets on the SECOND Saturday of the month.

The General meeting, for 8-bit Atari owners, takes place on the THIRD Saturday of each month. DIRECTIONS TO MEETING PLACE: East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying and any violation of copyright laws are not condoned or allowed at any C.H.A.O.S. sponsored function, nor are allowed on the club BBS.

ELECTED AND APPOINTED OFFICERS OF C.H.A.O.S.

Position	Name	Phone #
President	Leo Sell	349-0404
Vice President	John Nagy	487-5646
Sec'y-Treasurer	Gary Ferris	393-2593
8-bit Rep.		
16-bit Rep.	John Johnson	355-4160
Membership Coord.	Gary Ferris	393-2593
Library Manager	John Baker	641-4430
Asst. Librarian	Malcolm Cleveland	485-6743
Asst. Librarian	Sally Nagy	484-1976
ST Librarian	Mark Smathers	627-3590
Publ. Librarian	Richard Evans	351-2381
Program Coord.	Guy Hurt	484-7675
ST SIG Coord.	Brian Goluska	332-4415
BBS System Op.	John Nagy	487-5646
BBS Librarian	John Baker	641-4430
C.H.A.O.S. Editor	Jeff Bone	321-5510

Presidential Address

by Leo Sell

First off, let me urge you to come to the March 8-bit meeting. The first half of the meeting will be a General Meeting of Chaos, the official Annual Meeting. Except for the 16-bit Member at Large, all officers will be elected at this meeting. So, whether you are an 8-bit member or a 16-bit member, if you want a voice in how things are run, and who runs them, come to this meeting.

8-bit members, please note, you are especially in need of a Member at Large. If you are someone who can represent the interests of the "average" 8-bit user, step forward. You can make a difference.

You may have noticed that I differentiated between the 8-bit meeting, and the General Meeting. At a recent meeting of the Board of Directors, and the Activities Board, I suggested that it was time to further integrate the ST and its owners into the club. One minor way to do this is to stop treating the 8-bit meeting as a

general meeting but instead as the Special Interest Group meeting that it is. The idea was well received, so as of now the meeting on the third Saturday of the month is the 8-bit SIG while the ST SIG will continue to take place on the second Saturday.

General meetings will now be announced and replace all or part of a SIG meeting. For instance, the Annual Meeting will replace part of the 8-bit SIG meeting. The Auction may replace October's 16-bit SIG meeting, etc.

This change also gives me a chance to have a contest. The 8-bit SIG needs a snappy name. Whoever comes up with the best one, as judged by the Board of Directors, will get 2 library disks of their choice free!!

There have been some other changes taking place recently as well. Mark Smathers has resigned as the ST Disk Librarian. Thank you, Mark, for your contributions of time and effort.

Since his resignation we have begun making some important changes in the management and organization of the ST Library. John Baker, our Library Manager, is now responsible for the entire Chaos library, 8-bit and the 16-bit software alike. This will facilitate communication with other clubs, as well as consistency in the organization, upkeep, and maintenance of the library.

John's is a position of management though and he needs assistance with the nuts and bolts things such as disk copying, demonstrations, reviews of submissions, and etc. Malcolm Cleveland and Sally Nagy are ably assisting with the 8-bit section. But HELP IS NEEDED for the 16-bit section.

Other volunteers are needed from among the 16-bit owners as well. Chet Kapusinski recently volunteered to assist with the Publications Library, but we still need someone to help with membership at the 16-bit meetings. Call me today and offer your help.



Meeting Minutes

February ST-UTTERINGS
by Brian Goluska

The ST special interest group of CHAOS meets the second Saturday of each month. At the February meeting we had 25 people attended, a larger than usual turnout. We have also worked out a "standard" equipment set up, with one ST connected to the overhead TV's for demos, and another ST with 2 disk drives for the disk library.

The ST library has over 35 FULL disks, and is in pretty good shape, but our librarian resigned. We also need more workers in many categories. March is the CHAOS election, and while the ST SIG will only be electing a board member, we will be looking for volunteers and draftees for a variety of jobs. Chet Kapusinski volunteered to be publications librarian, so bring any ST books and magazines that you wish to donate at the next meeting. John Johnson demo'd the AEGIS PLAYER, which plays animation that is created by AEGIS ANIMATOR. The Player is a public domain program, while the Animator is a purchased product. Later in the meeting WORLD GAMES was demo'd (played) by several people.

Besides the usual talk of bulletin boards, mail order vendors, and prices, emulators for 8-bit computers seems a hot topic. Rumors abound of emulators for the Atari 800 and Apple II. Scott Evans showed a beta version of an 800 BASIC emulator, which seems to run some text programs OK, and support some PEEK's and POKE's (no graphics). If anyone could write a complete emulator for the 800, supporting vertical blank timing, display lists, ANTIC and POKEY chip functions, it would amaze me! My test of such an emulator would be M.U.L.E. If I could run MULE on my ST, I'd buy the emulator in a minute. (How would they emulate the other 2 joystick ports?)

ST tip: Chet said that he had often been losing files, having them come up with size of 0, or error when he tried to load them. For a while, he suspected a hardware problem with his disk drive. He's discovered, however, that some of the littler users of his ST may be accidentally copying files onto themselves (if your finger slips while you're dragging a file, you might drop it on the same drive window). COPYING A FILE ONTO ITSELF MAY CORRUPT THE DIRECTORY. Always CANCEL if this happens.

Closing tip: Last month I described how to connect your 800 to the ST, and transfer ascii files across. Once on the ST, the file will have 8-bit end-of-line codes instead of carriage returns, and it's necessary to have carriage returns for ST BASIC or word processing. On the ST, the atascii EOL appears as the cent sign(¢). Using ST Writer 1.50, the following is an easy way to convert all the EOL characters to CR.

LOAD the file, EDIT. SHIFT-F7 (replace) ALT-X (allows special character) CONTROL-[(control left bracket is the atascii end of line) ESC RETURN ESC

An 18k text file takes about 2 minutes to convert.

ST ya next month.

8-Bit Meeting Notes
By: Gary Ferris

About 60 people attended the February meeting which was down from what we're used to, but the weather outside was super for this time of year, so I imagine many people were relieving their cabin fever.

Opening discussion centered on the new Atari PC clone which is apparently to be delayed, and on the problems which have led to the cancellation and rescheduling of the Detroit Atari show which had been scheduled for August.

John Nagy brought up the fact that we have a great need of someone to help with advertising for the Michigan Atari Magazine.

March is election month so be sure to come and cast your vote for the officers of your choice.

Guy Hurt demoed a program called Heartware and John Nagy had another fine Disk of the Month.

John also demoed the new MIO box by ICD which is that rarest of things:
A product which is actually far better than the ads claim.

The treasury stands at a healthy balance of \$1165.67.



The C.H.A.O.S. DOWNLOAD
by JOHN NAGY

Some things take longer than others. I keep telling myself that to make myself feel better about not having the HARD DRIVE working yet on the CHAOS BBS.

After quite a delay, ICD Corp finally caught up to our order for three MIO boxes (placed mid DECEMBER, delivered mid FEBRUARY). I can't blame them, they are making them as fast as they can-- the things are just too popular! I am using one now on my own system, and it has radically changed the way I use my computer... or at least the productivity I get out of it!

...But the HARD DRIVE (which we ordered at the same time and got delivery before Christmas) was not able to be tested until the MIO came... and NOW we found it is defective and has to be sent back. So, we will not likely have the hard drive YET online by the time you get this issue of Michigan ATARI Magazine. Sorry.

We HAVE had a lot of activity online lately. We crossed caller # 20,000 on February 22, almost exactly two years since we went online with the ancestor of the current software and began at zero. Only 9 1/2 months ago we had caller #10,000, so the count is accelerating.

Another round of CLUE! was just completed online in one of the message bases, this time on a STAR TREK theme. It turned out that DR. MCCOY was guilty of SABOTAGE in the TRANSPORTER ROOM. YIKE! Another game will be forming, I am sure. They run about 2 weeks, and are a LOT of fun, even just to drop in and read.

We took a poll on users of the CHAOS BBS and discovered that a full third of all users are calling us by long distance. That's a lot, considering that we are NOT in an area code served by PC-PURSUIT for incoming calls! SOMEDAY, we MAY have to consider going MULTI-LINE so that more people can get on. We also discovered that three quarters of our users are a member of SOME computer club somewhere.

Lastly, a commercial of sorts: a Detroit area mail order firm called "1-800-FLOPPYS" is offering a 1200 Baud standard HAYES compatible modem for \$49.99... the catch is that you need to buy the "communication kit" for \$60 to be eligible for the modem price. The "kit" includes... a cable. Yup, that's all! But still, I took a chance and ordered one... \$125.29 (C.O.D.) and 2 weeks later, I had a SMARTEAM modem! If you don't know about them, they are among the BEST quality compatible modem made, and regularly sell for \$200 (without a cable!). I'm VERY happy. I hope they will become an advertiser here in the magazine... in the mean time, you can get a jump on the deal by calling them at 313-552-3036 (the 800 number only works OUTSIDE Michigan). But you have to promise you heard about it in THIS MAGAZINE!!!

Til next month, SEE YA IN CHAT!



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CMARC	Ama.Radio	Bill Hineman	323-2914
COMP KLUB	Texas Ins.	John Hayes	882-7860
DECUS	DEC	C.M. Watson	483-1111
DRUG	DEC Rainbow	Jeff Wehl	349-6967
Epson Users	Epson	Ted Bozarth	332-3710
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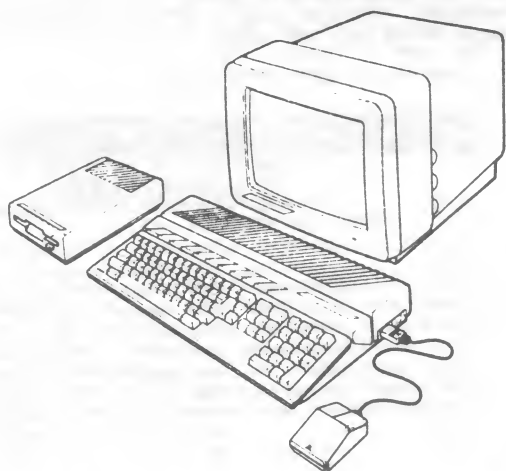
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Presidential Address

Presidential Mumlblings for March 1987
by Jim Steele

Welcome to the March GAG pages! I've got a favor to ask of you this time. Well, two favors actually. First, please check the expiration date on your newsletter. It comes right after the GAG. I try to note on the label when you're due for renewal, but I may miss some of them. As always if paying by check it should be written to your friendly president.

The second favor is a rehash of my comments at the last meeting. We need your input on activities for the meetings. It seems that the amount of new software for the venerable 8-bitters is waning. I've noticed this in both the commercial and Public Domain areas. I even get the impression that Atari doesn't care much either. For whatever reasons, we need to come up with something to do here! Your suggestions are needed. Leave a message on the boards, send up a smoke signal or whatever.

The minutes department.

Turnout was a little light at the January meeting. Those who braved the cold learned about the cancelation of the Detroit 'Taricon. Modem users have since learned that reports of it's demise were premature. The other Detroit group may be picking up the gauntlet. At the March meeting we will discuss possible GAG involvement with the show.

That's it for March's mumblage, see you next time,

-Jim

Next Meetings:

March 11, 1987	6:30pm regular meeting
March 28, 1987	9:30am Saturday session
April 8, 1987	6:30pm regular
April 25, 1987	9:30am Saturday



ST Report

ST NEWS FOR FLINT
by Gil Merciez

Interest in the ST seems to be mushrooming in the Flint area. Many who have been hanging on the fence for the past six months or so have finally taken the plunge and purchased an ST system. Support from retailers is growing and it is no longer necessary to travel to Detroit or purchase through a mail order company to get the latest ST software. The future looks bright.

Even longtime 8 bit stalwart, Jerry Cross has recently purchased an ST. Can a local ST BBS be far behind?

As announced at the February meeting there is now a new pricing structure for the GAG ST library disks depending on how many disks that you buy:

1 disk - \$4
2 - 9 disks - \$3 each
10 or more disks - \$2.50

The response at the February meeting was tremendous and it looks like the ST library is finally in the black which will allow us to expand the ST portion of the group even more.

For March there will be approximately 4 new disks for your consumption. As promised there will be a disk of Printmaster icons containing about 300 different graphics with some assorted utilities. I have finally gathered enough Aegis Animator files to fill more than 1 disk. Look for at least one Aegis disk in March.

Since the arrival of GFA Basic there has been a renewed interest in Basic programming. The speed of GFA Basic lends itself to all sorts of applications including arcade type games. I still have trouble believing that GFA Basic is an interpreted language...it's so fast! I recently ran the Creative Computing benchmark on GFA to see how it would perform in relation to 140 other computers. The times were

astounding. The list of computers was a couple of years old so some of the newer machines such as the Amiga and ST were not listed, however GFA Basic and the ST finished in 5th place trailing only the Cray 1, Amdahl 470, DEC System 10, and the DEC VAX 11/780. I wonder who would program a Cray in Basic?

Eamon, a fantasy role playing series of game modules is being converted to GFA Basic. The initial module and the Beginning Cave is finished and will be available on a GAG disk in March in both tokenized Basic and compiled forms. Another disk will contain numerous GFA Basic programs that can serve as excellent tutorial references for those interested in programming in GFA. I've heard that True Basic is being ported to ST, so it seems that closet Basic programmers will have a multitude of Basic dialects to choose from in the future. Fast Basic, a cartridge from England, has been getting rave reviews from that country and should soon be showing up in the U.S. The beauty of GFA lies in it's structured programming style and the public domain run time module which allows those who don't own the language to enjoy the programs.

There will also be at least one general purpose disk which will contain a variety of games, utilities, and demos. Of particular interest is a playable demo of a game from Paradox, Haunted. This will keep the kids' joysticks busy.

Your continued support of the GAG ST disk library means a continuing flow of excellent public domain programs in the future.

National Computer Clinic is interested in hosting User Group meetings at their facilities on Bristol Road. A big advantage to having the meeting there is the availability of ST systems so that members will not have to lug their systems around. National has several rooms that are more than adequate for our needs. I'm thinking of having a future Saturday morning workshop session there. We will talk about this at the March meeting.

Disk Library

Disks for March

Well, I got some good stuff this month. No, REALLY!! Not like that junk last month, but some good stuff! No kidding! And it might even run properly too!

Thanks to the Cleveland Atari Computer Enthusiasts, we now have several disks formerly sold commercially by Shangri-La. These programs have been offered to CACE for distribution, and they sent them to us for some trades.

DISK #172-Old Mother Hubbard's G Chip Cookbook is a graphics demo program that creates some nifty designs on the screen. You can use several screen dump programs to make hard copies.

Disk #173-Shopper's Helper. This program contains a large list of items you would find at the grocery store. You are shown each item one at a time, then given the change to add or modify your choice. For example, if you live in San Francisco, you may want to specify the type of cereal (Fruit-Loops) or whatever. When you are through it prints out a handy shopping list.

Disk #174-Beneath The Pyramid. This is a graphics adventure game. Work your way around the kingdom, search for treasures, and buy weapons to ward off evil dragons and wizards.

Disk #175-Digital Visions #1. A collection of Computereyes pictures taken from TV movies like the Wizard of Oz. Nicely done, gives me a few ideas of my own. Who's got that Computereyes equipment now.....?

Disk #176-Telecommunications. For you folks with an ACE-80 cartridge, here is a terminal program that will allow you to have 80 columns.

I haven't been able to locate a cartridge to test this program out, but it seems to run ok in 40 column mode.

Disk #177+178-More AMS music files from the Pittsburg Atari Group (PACE).

Disk #179-RLE Pictures. This is the first of several RLE pictures disks (Hi-Res pictures) from Compuserve.

Disk #180-RLE Utilities disk. This disk contains programs to view and/or convert pictures. You can make Koala pictures into RLE pictures or vice-versa. Also included is OMNIVIEW, a program to view many different formats of pictures (RLE, Koala, Rambrandt, etc..)

Disk #181-DANDY. This is a very good arcade adventure game. You must work your way through a multi-level maze, find the keys to the next level, and avoid the droids.

Next month, I will have more of the CACE disks, and I hope to have another batch of traded disks to search through also.

See you at the next meeting.



CASCADES ATARI COMPUTER ENTHUSIASTS

JACKSON AND SOUTH CENTRAL MICHIGAN

C.ascades A.tari C.omputer E.nthusiasts

C.A.C.E. is the Atari Club in and around the Jackson county area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.



OFFICERS:

President	Harold LaRue	536-4410
Vice-President	Bob Kingsbury	789-7533
Secretary	Joe Cripps	764-0204
Treasurer	Scott Boland	784-9246
Member at Large	Joe Garner	787-1873
Librarian	Bob Kingsbury	789-7533
Meeting Coord.	Brent Fisher	764-4599
P-R Chairman	William Locke	782-6873
Membership Coord.	Scott Boland	784-9246

MEMBERSHIP:

The current membership dues are \$10.00 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O.BOX.

Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

CORRESPONDENCE:

Any written communications with C.A.C.E. should be sent to:

C.A.C.E.
P.O. BOX 6161
Jackson, Mich. 49204

MEETINGS:

Our meetings are held on the second Sunday of the month, from 1:00 PM to approx. 4:00 PM.

The meetings take place at the Boos Recreation Center, Loomis Park, 210 Gilbert St., Jackson Mi.

SECRETARY REPORT

by Joe Cripps

Hello everyone. Another month has gone by and another meeting. Discussions this month revolved around the CACE Computer Fair, which will have been successfully completed by the time this is published. I would like to thank Scott Boland and Bob Kingsbury for all of the time and effort that these two committed members of our organization put into the planning of the fair.

That is all for this month. I hope to see you all at the next meeting. It would be great to see some new faces.



TREASURERS REPORT

by Scott Boland

As of February 8th the C.A.C.E. treasury contains \$154.74 in petty cash and \$394.65 in the bank account. This gives us a grand total of \$549.39 in the treasury. Between getting ready for the computer faire and working out of town, I can't seem to get caught up with anything.

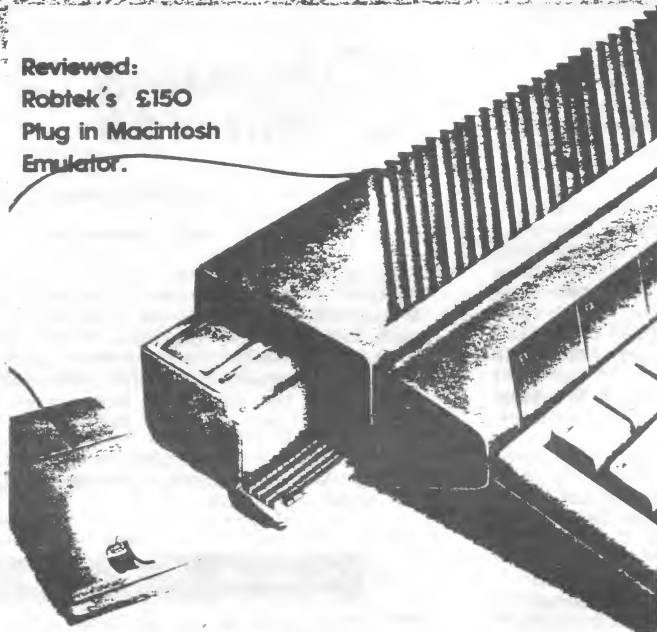
I would like to welcome three new members to the club. They are, Randall Westcott, Andy Stutz, and Chuck Hubbs. I am sure you will enjoy the club as much as I do. Well, that's it for this month. Let's have a great turnout at the computer faire. See you all there.

January 1987

STuser

ISSUE 11 A GOLLNER PUBLICATION PRICE CAN \$1.95
USA \$3.95

Reviewed:
Robtek's £150
Plug in Macintosh
Emulator.



- ▲ Logistix - Spreadsheet Database, Business Graphics, plus a fourth dimension.
- ▲ Flight Simulator II - Take off into the sky blue pixels of your colour monitor.
- ▲ Programming - The start of a new series on Fast Basic.

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K-MINISTREL

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WANDERER

LETTERS AND PROBLEMS

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TRI-CITY ATARI GROUP

T.A.G. - SAGINAW, BAY CITY, MIDLAND

NEXT MEETING

The Tri-City Atari Users Group meets the second Saturday of every month at 2:00 pm at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows:

March 14th at 2:00 pm.
April 11th at 2:00 pm.

Presidential Address

LETTER FROM THE PRESIDENT

Well, here it is, spring time again! TAG has survived another year along with Atari, and both have emerged stronger and healthier than ever. Atari has nearly repaid the huge debt owed to Warner Brothers, and still made a profit in 1986! Our club has grown from 38 to 48 members this past year, and the club treasury looks fairly healthy. Look for software raffles frequently in the near future.

OFFICERS of TAG are as follows:

LeRoy Valley....President/(517)686-6796
Marty Schmidt...Treasurer/Sec./(517)792-6029
Al Jennings.....8-bit Disk Lib./(517)790-1980
Lance Middleton...ST Disk Librarian
Ron Hoffman.....Asst. ST Disk Lib.

Club dues are \$20.00 per year. For this fee you get the Mid-Michigan Atari Magazine, support for both the 8-bits and the ST's, and full access to the club's public domain library. We currently have about 90 disks in the 8-bit library and 30 in the ST library. You can get copies of these disks AT NO CHARGE if you bring your own disk to copy on (time permitting) at the regular meeting. If you don't have a disk with you, you can get the 8-bit disks for \$1.00 each and the ST disks for \$2.00 each. Non-TAG

members can get copies of the 8-bit disks for \$2.00 each and the ST disks for \$4.00 each. If you need to renew, do it now! If you haven't joined yet, then do it now!

HOT FLASHES FROM THE FUTURE

This month we'll be covering Word Processors (and related accessories). On the ST side, HabaWriter II, by Haba Systems, (a little known, but dynamite word processor!) will be demoed by LeRoy Valley and Thunder!, by Batteries Included will be demoed by Dan Barrowman. HabaWriter II is packed with features and is still the only WP I've seen that supports TRUE footnotes. Thunder! is a spelling checker that can be run as a stand alone application or as a desktop accessory. It works with ANY text file!

On the 8-bit side, Marty Schmidt volunteered to demo Letter Perfect on an 80 column screen. He has an Omniview chip in his 130XE which supports 80 columns on a monitor. Included with the Omniview chip is the necessary instructions to patch Letter Perfect and Data Perfect for 80 column operation and a free 80 column word processor, Speed Script. Marty will also highlight some of the features of the free WP.

***** EXPIRATION NOTICE *****

Remember, once your membership expires you'll only receive three more issues of the Mid-Michigan Atari Magazine! Renew your membership now!



Meeting Minutes

RELICS TO RELISH

We had a huge turnout for the February meeting! Possibly the biggest we've had all year! We started the meeting on a good note by approving the motion to have a raffle for the April meeting. The club will purchase the following two packages:

ST: 10th Frame, by Activision 8-bit: The Pawn, by Firebird

Both of these packages will be demoed by club members, and then raffled off. Remember!, you have to be a club member to participate in the club raffles.

We then discussed possible ways to promote our club. It was suggested that we might be able to put up a display in one of the area malls on a weekend to let people know that we exist. Since the meeting Char Davis called both the Hampton and Fashion Square Malls. Fashion Square is not interested, but Hampton Mall would be interested if we could get other area groups to participate in a joint Computer show. I'll try contacting other club presidents in the area to get their reactions.

After getting all of the necessary nonsense out of the way, we dived into the demo portion of the meeting! Marty Schmidt started off by showing Basic XL by OSS, and Turbo Basic, a public domain basic in our club library. He compared both to the old yardstick, Atari Basic. Basic XL supports many features not found on Atari Basic. Some of these features include:

* String Arrays * Renumber command * Find (to find a character in a string) * Fast (lets program run faster!) * Block delete of line numbers * Double peek and poke * and much, much more!!

Marty claims that any serious basic program mer (are there really any SERIOUS program mers?) can't live without Basic XL. The only faults that he can find with it are the cost (about \$40), and the UGLY orange cartridge (which he conveniently hides in the back of his 130XE).

Marty then talked about Turbo Basic, which supports many of the same features that Basic XL does. In addition, it has a compiler that converts a Turbo Basic program into psuedo- code (at least I can spell it Marty!). This psuedo-code, which must be executed through a run time package, runs nearly as fast as machine code! Marty showed several programs, first on Atari Basic, then on Basic XL, and finally on Turbo Basic. In all cases, Turbo Basic blew the other two away (from a speed standpoint)! The best part of Turbo Basic is that it's free!

LeRoy Valley then demoed MegaMax C for the ST. Megamax allows the user to run all necessary programs from a GEM based program which Megamax calls the "shell". The editor supplied with MegaMax has a great deal of features, but one annoying bug kept me from using the supplied editor. It didn't support the arrow keys! Every time that I wanted to move to a different portion of text, I had to reach for the mouse, and it became a pain in the you-know-what! I have recently learned that MegaMax has corrected

that deficiency, and am eagerly awaiting my update. Mean while, I'm using a public domain program called ST EDT. If any of you have ever worked with EDT on a DEC, then you'll love this gem.

If any of you have ever worked with a high level language before and been dismayed over the slow compile and link times, your troubles are over! MegaMax C compiles and links VERY quickly! It even has a "make" facility to automatically recompile and relink an altered file. Similar programs were run on both ST Basic and MegaMax C, and (as you would expect) there was no comparison.

Marc Poisson finished off the demos with the LDW basic compiler. He just received the new version 1.1 prior to the meeting, so we saw the latest and greatest. The LDW compiler allows you to compile and link standard ST Basic programs. The result is stand alone executable machine code that runs consider ably faster! Marc compiled the demo ST Basic program that I used in my MegaMax demo, and the resulting program was nearly as fast as that produced by MegaMax C. Improvements in version 1.1 include faster compiles and links (it is VERY fast), and the ability to compile a larger number of basic programs. Marc says that it compiles everything he's tried. In the worst case, you may have to make some small modifications. The package is GEM driven, and looks excellent. For about \$50, it looks like a good deal.

That concluded our February meeting! See you all at the next meeting.

JIL JIL JIL JIL JIL JIL JIL JIL JIL

*** E B V ***

8-bit Equipment Volunteers:

Fred Stevens 2 Disk Drives
Marty Schmidt Monitor & 130 XE

ST Equipment Volunteers:

Paul Bork Monitor
LeRoy Valley 1040 ST

Once again, a big THANKS to all of you who loan your equipment to the club.

**Support your ATARI Clubs!!
Attend the monthly meetings,
Take part in the projects,
and your use and enjoyment
of your ATARI will grow with
your knowledge and experience!
GREAT CLUBS are part of what
makes POWER without the PRICE
more than just another motto!**

BITS AND PIECES

FROM THE

BATTLE CREEK ATARI USER GROUP

ATTENTION

NEW MEETING PLACE: VO-ED CENTER
Roosevelt Ave. Behind KCC.

NEW MEETING DAY: 2ND THURSDAY OF EACH MONTH
March 12, 1987 7:00 PM

Presidential Address

by Chuck Steele

Our last meeting was busy. For those of you who missed the meeting we have decided to move future meetings to the Vo-ed Center. We also have voted to move the meetings up to the second Thursday of the month. This gives us a little more time to prepare our Newsletter articles. Thanks to all who returned your questionnaire. These changes will be a big improvement in meeting our growing needs.

Dan gave us a report on Antic visits Atari and a demo of his new interface. Next month Dan will be demoing his new Action Cartridge. I gave a demo of TAXHELPER 1986. This is an update of last years tax program that helps you get through the pain of Tax Time.

BCAUG is planning on adding an ST section to our library. We got a demo disk for the ST from Aladdin Disk Publishing. The 8 bit Aladdin is very impressive so we look forward to seeing this new 16 bit version, at the next meeting. We are also planning on buying some more commercial programs for our library.

Also let us welcome two new members to our group, Gorden Bennett and Victor Petty.

NEW BCAUG OFFICERS

CHAIRMAN:	
Chuck Steele	964-1701
LIBRARIAN:	
Todd Harris	965-5354
NEWSLETTER:	
Tom Siemietkowski	963-4475
SECRETARY:	
Mike Engle	964-3033
TREASURER:	
Josephine Yeager	968-8401
MEMBERSHIP:	
Dennis Martin	962-1024



Telecom

XM-301 BUG or MAYBE BIG TROUBLE

This is only an observation but might be of great importance to you who own and use ATARI's XM 301 modem.

As most of us know the XM 301 is a good cheap 300 baud modem. There were problems with the software that was supplied by ATARI for the 301 called XE TERM. This problem was easily conquered by just throwing this program away and using the public domain program "1030-XM301 EXPRESS". This solved 100% of any problem I was having with my modem and has never failed me at all.

It all started with a problem I have been having with my printer and interface, that is getting little squiggles at random throughout my graphics dumps and sometimes with ATARI-WRITER and of course ruining paper and patience. I borrowed another interface and the same problem popped up but I was paying a lot more attention and noticed a humming noise on my monitor while working on the process of narrowing things down to isolate my problem. I unplugged my 301 modem from the port of my borrowed U-PRINT interface and the humming stopped. Then I dumped a graphics picture to the printer with no problem, exchanged the borrowed interface for mine and again no problem. OBSERVATION: DON'T LEAVE YOUR XM301 PLUGGED INTO THE INTERFACE EXCEPT WHEN USING IT FOR COMMUNICATION.

This got me thinking about some problems a club member has had with his computer and disk drives that crashes. When Chuck had them repaired the service man had mentioned that his modem could have been the culprit for all his problems but did not know for sure or why. Also there was a small article in ANALOG I/O section about squiggly interference (the same as mine).

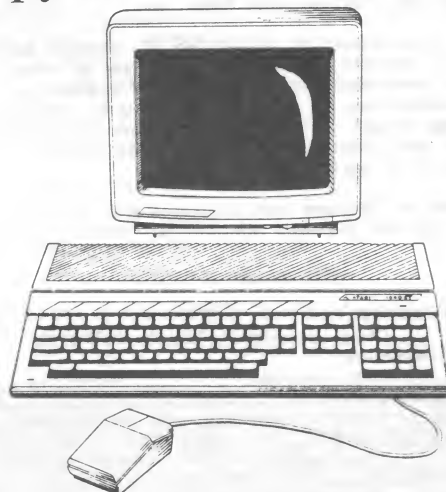
There is a suggested repair for the XM 301 modem which should cause it to use less power. Look for it in the technical tips elsewhere in this issue. This MAY resolve many problems with the modem.

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WASHTENAW ATARI USERS' GROUP



NEXT WAUG MEETING ON MARCH 10 AT WINES SCHOOL



Meeting Minutes

REPORT ON 2/10/87 MEETING
BY MIKE OLIN

The meeting was called to order at 7:30 p.m. Mike Pieronek spent a few minutes discussing some of Atari's upcoming release of new hardware. Mike also announced that, to increase efficiency and member interest, several of the WAUG library disks will be combined according to topic into two-sided disks. Mike will also attempt to contact other groups to become involved in an exchange program.

Mike is still charged up on the Erotosthenes Sieve Benchmark and has discovered that an Amiga programmer claims a 3/4 second speed record although this was accomplished by relocating the software into unusual memory areas that do not interact with the graphics system. Mike handed out copies of the code (written in 'C') and challenged the ST owners to show their Amiga counterparts how it's done 'by a real computer!'

Doug Feldman announced that there are 3 new disks in the library (and a temporary mixup in cataloging). Disk #W033 includes the ANTIC pic shuffling program. Disk #W034 is a collection of Basic games including The Wheel of Fortune. Disk #W035 is an Express Modem Simulator program written by Mike Olin.

The feature topic of the evening was Telecommunications. Mike Olin loaded the Express v3.0 (850-based) terminal program by Keith Ledbetter and discussed the differences between it and the earlier versions for the 1030, XM301, and MPP modems. Specifically, the main differences include an improved autodial system, screen dumps (to buffer or printer), word wrapping, a text edit window and a much larger (although machine dependent) capture buffer.

Mike then demonstrated his Express Modem Simulator program which tutors a first-time-caller through the motions of

calling his BBS (MOLIN'S DEN) by simulating an actual call. This autobooting program, which was written in BASIC and does not require a modem, covered all menu options of the BBS by 'describing' the purpose of every function that is available (rather than actually performing the function) and included a realistic example of logging on, logging off, and downloading.

Bob Fritz booted up his version of AMIS and demonstrated his BBS (The Country Peddler) from the sysop's point of view. Bob has made some excellent improvements in the 'behind-the-scenes' operation of his BBS that include a display-interrupt status window and on-line maintenance systems. This BBS also supports a Dungeons and Dragons game area which Bob says could use more players.

Craig Harvey booted up his Clear Thinking (ST) BBS and showed some of the sysop functions and other features that make the Michtron BBS (v2.0) sysop-friendly. Craig noted the multitasking capability that allows him to perform some system functions WHILE a caller is online without the caller knowing he is there. As an example, he noted that a caller could be reading messages and Craig could concurrently enter a message to the online caller. It would appear as the last message entered. (Notice that the sysop's message would have a later posting time than the caller's own log-on time.) Craig also discussed the popularity of his 'Fantasy SIG 6' message base where callers are expected to attempt to maintain a secret identity.

Doug Feldman then demonstrated his BBS Raceway program and then briefly reviewed the primary features of the WAUG Express BBS. He noted that there was no option for describing downloads in detail so he has dedicated a separate message base to handle such information. The primary reason for the password requirement is to allow each caller to 'Quickscan' the message bases for new messages AND to send and receive private Email with other password holders. Currently there are 150 allocated passwords on the BBS.

Doug also mentioned his decision to retire as WAUG BBS sysop by June 1987. He is hoping that

another member of WAUG would be intested to assume this activity. WAUG owns copies of the 1030/XM and 850 versions of the BBS Express software.

The next meeting of WAUG will be held on March 10. The feature topic will be "Word Processing" and will include demonstrations of PaperClip XE, Letter Perfect, AtariWriter Plus and First Word. Discussion and/or demonstrations of other word processors is welcomed.

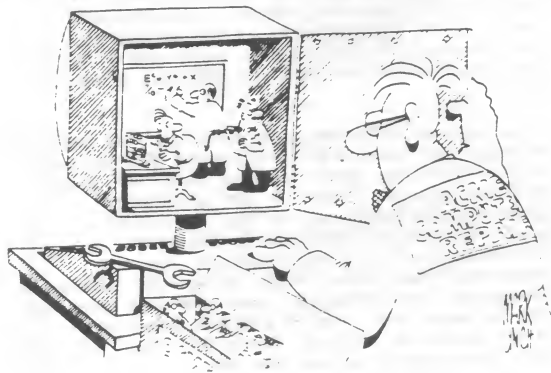
Disk Library

WAUG DISK LIBRARY NEWS
BY MIKE PIERONEK

I have started a major project to reorganize the WAUG 8-bit Disk Library. There are various disks devoted to similar topics that will be converted into 2-sided versions. Also I have received a generous donation of public domain disks from one of our new members, Al Jones. Furthermore, I am planning to contact other users' groups to discuss swapping library disks. The next several months should be exciting for WAUG Disk Library members. We will have a completely revised Disk Catalog available at the March 10 meeting. Be there or face chocolate death!

LIST OF FUTURE WAUG ACTIVITIES:

MAR 10 --- WORD PROCESSORS FOR ST & 8-BIT
APR 14 --- ARCADE GAMES MARATHON
MAY 12 --- GRAPHICS EDITORS & PRINTERS
JUN 9 --- FLEA MARKET & OFFICER SELECTIONS
NO MEETINGS PLANNED FOR JULY & AUGUST



The Australian Atari Gazette
(Melbourne)

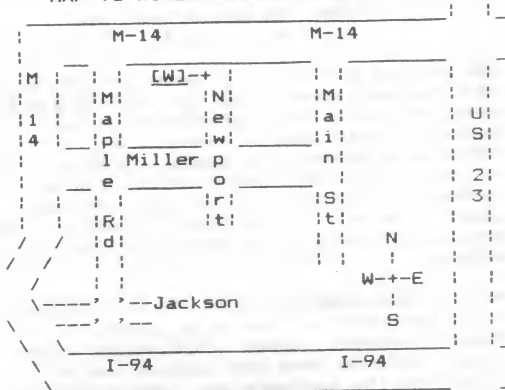
HOW TO JOIN WAUG

Come to a meeting. WAUG memberships are \$10.00 for 10 meetings. Renewals are \$5.00. WAUG members receive a mailed copy of our newsletter each month and are able to buy disks for \$2.00 from our 8-Bit disk library (\$5.00 for our new ST library).

HOW TO CONTACT WAUG !!!

WAUG EXPRESS BBS: 313-662-3689 (300 Baud)
CLEAR THINKING BBS: 313-761-2444 (1200/300)
MOLIN'S DEN BBS: 313-420-0407 (1200/300)
By Mail: 4 Hermina Ct. Ann Arbor, MI 48103

MAP TO WINES SCHOOL IN ANN ARBOR



Wines Elementary School is located on Newport Road, just South-West of the M-14 overpass and 50 feet North of the intersection of Newport and Sunset. There is no exit from M-14 at Newport Rd. and no exit from West-bound I-94 to North-bound M-14. From I-94, you can exit at Jackson Ave, go East to Maple and take Maple to Miller. The meetings are held in the spacious teacher's lounge, with a 25 inch color monitor and a handy soda-pop vending machine.

WAUG

WASHTENAW ATARI USERS' GROUP



GREATER KALAMAZOO ATARI USERS GROUP



Presidential Address

Dan Youngs 388-3164

I'm writing this article before our next meeting so its going to be hard to tell you what we discussed. So I'll tell you what I intend to go discuss.

First we (the officers) talked about the club sponsoring a local BBS here in town and every one thought that it was a good idea, but we would have to make an investment for a modem and BBS software. Please be thinking of ways to get more memory and disk drives. We have someone that said they would be interested in being our SYSOP but that this person wants to give it a try before fully committing themselves (can't really blame them).

Starting in Febuary we will be having themes for our different meetings. Febuary will be graphics, March will Taxes and Finance (I will be demonstrating Tax Advantage), April will Baseball!!! bring in your Baseball games. In May we will be working with telecommunication, (hopefully we will have our BBS up and running). From there we are open to suggestions.

By our March meeting Steven should have the Library all done. We also have been Looking for other clubs to trade with, and I think we've found some.

Remember that our Analog disks are \$2.00 and that we will attempt to have at least one new disk at each meeting for you to buy.

By this news letter we should be getting our MULE games going, so if your not on the list to play you better get on it!!!

We are having problems with advertising for our news letter. If you have a place that you buy your software or hardware from that isn't in the magazine, please ask them if they would support us.

The next meeting will be at Kalamazoo College Dewing Hall on March 14 at 2:00.



Disk Library

Disk Chief's Corner

I am Dave Oldenberg, and I am now Keeper Of the Disks for G.K.A.U.G.

I would like to remind everyone of the upcoming computer fair to be held at Kalamazoo Central high School on March 7. It's hours are 9a.m. to 3p.m. I hope everyone shows up, as last year was a good turnout!

If anyone has a great game or program that is public domain, give it to me at the meeting, or send it over the modem, and I can try to get it on the Club's monthly disk for everyone.

'til next month see you
bye!

David Oldenberg
(616)435-8262



Atari Technical

Fred's Hardware Emporium

I know, I know! Everyone is saying, "What new gizmo is Fred going to tell us we need for our computers now? After 256k of memory (which we will complete!) for our 800XL's, what else could there be?"

Have I got a deal for You

If I sat down and wrote a list of the things that really drive me crazy about my Atari, I think the first thing to come to mind would be the "RESET" key - I mean, how many times does it really work? Half of the time, the computer gets locked up so bad that a reset simply makes it worse. You'll say, "But all you have to do is turn the power off and on".

In all of the time that I have worked on computer systems, I have never seen anything worse for them than repeated power ups and downs. The I.C.'s themselves run warm (sometimes hot!). They will expand and contract with temperature, and at sometime or another can cause the I.C. to fail. Wouldn't it be nice if you could run a Basic program, and after you were done and wanted to play a game you could insert the disk and run it without ever powering the computer off? What if you have 256k in your machine - wouldn't it be nice to reboot at will, and not wait for the memory to "bleed off"?

I have found a way to remove one I.C. from your 800XL and replace it with one that has the ability to force a reboot at any time. Just think, you won't need to power up and down anytime the computer hangs up, or you want to run something else.

All that you need to do is replace one large I.C. in your computer. If the I.C.'s in your computer are in sockets, all the better. If not, a technician can put a socket in for you. The change is not permanent, and can be removed in minutes.

There will be no costs, other than you buying the chip. I will need to program it for you, however.

If you are interested (I would like to make it a user's group project), let me know at the meeting, or at home.

Fred Farleigh
(616)962-8229



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GRAND RAPIDS ATARI SYSTEMS SUPPORTERS

MICHIGAN ATARI MAGAZINE WELCOMES G.R.A.S.S. - GRAND RAPIDS ATARI SYSTEM SUPPORTERS. With this issue, the Magazine grows to a circulation of over 700 and still growing. Although we may not be adding more clubs to the newsletter, both NATIONAL SUBSCRIPTIONS and NEWS STAND / COMPUTER STORE SALES are continuing to increase our readership. Participate in the voice of MICHIGAN ATARI USERS - MICHIGAN ATARI MAGAZINE!

Presidential Address

by Ron Fargo

The fact that you are receiving this newsletter is proof that we haven't forgotten you. All present and past members of GRASS will receive just one issue. If you would like to have additional newsletters (one each month) you must pay your dues. George Nosky sent out dues notices early last month. All memberships are being put on an annual basis with current payment making you a member in good standing until 3/1/88.

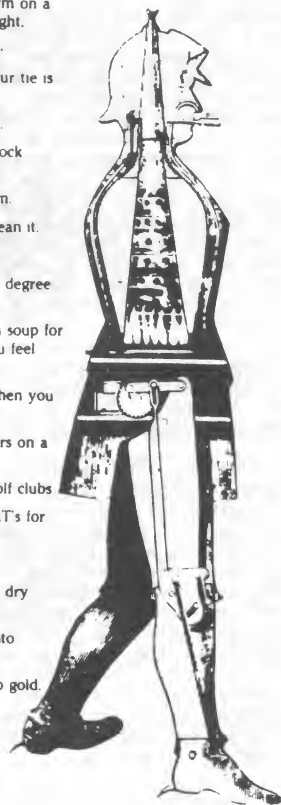
Just to catch you up on the last several meetings: We have had very fine demonstrations on Atariwriter+, Syncalc, Synfile+ and a voice box. If all goes well we will have a demo of a bbs at the March 4th. meeting. The next meeting will be on April 1st.

We need a logo for our club. There will be a contest to pick a logo. The prize will be announced at the March meeting and the winner will be selected at the April meeting. Design a logo and submit it at the April meeting. Preference will be given to logos that are designed with computer devices such as Printshop, Koala pad, etc. We will have a large screen TV and computer and disk drive to display your electronic art work. Bring all disks and devices to show the art.

Wyoming Library
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First Wed. of the Month
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Formal meeting: 8:00-9:00

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Make a really dry martini.
Grind meat into hamburger.
Turn lead into gold.
Lose weight



FEATURE OF THE MONTH: WORD PROCESSORS (8 AND 16 BIT)

Just Starting

WORD PROCESSORS & FOGGERS : 8-BIT ATARI
By: DOUG FELDMAN (W.A.U.G.)

The Feb. 1987 issue of Antic magazine has a useful article summarizing the primary features of 7 major wordprocessing programs for the 8-bit Atari computer. The W-P programs discussed include: AtariWriter Plus, First XLEnt, Paper Clip, Letter Perfect, Superscript (British Version), Word Magic, and Hometext. Each has one or more unique features that have made them popular with Atari owners.

I personally use the Atari Writer Plus package.

It has 3 interacting modules that perform the text editing, spelling checker and mailing list functions. The text editor program supports on-screen print preview with a scrolling window feature. Several popular printers are supported by the standard printer driver handler. There is also a Basic utility to allow you to create a unique printer handler with your own choice of font styles (1-6). The spelling checker module uses a specially formatted disk with over 32,000 words. You may also load and save one or more personal dictionary files at any time. The major drawback to the XL version is the limited text buffer (12,300 bytes). The XE version is somewhat better (46,500 bytes). However the text buffer is divided into 3 separate banks. Overall, the editing commands are very powerful and easy to learn. This is a good program for beginner or intermediate level users.

In the same Feb. 1987 issue of Antic, there is an article describing 'The San Francisco Fogger' utility (ST and 8-bit versions). I find this concept to be very amusing and yet very interesting when executed. This Basic program reads your text file and calculates the Fog, Smog and Flesch readability indexes based on number of words per sentence, and the syllable count analysis. The Fog and Smog index estimates the years of schooling required to read the text. The Flesch index measures the 'reading ease' of the text file (ranging from 0 (hard) to 100 (easy)). We hope to have this program included in the WAUG Disk Library at the March 10 meeting.

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Review

THE WRITER'S TOOL
By: P. D. WALKOWSKI (W.A.U.G.)

THE WRITER'S TOOL by O.S.S. is a full featured word processor for the Atari 800 and XL computers with at least 48K and 1 disk drive. It comes on a cartridge and uses a copyable disk with printer drivers, a screen customizer and a spelling checker (dictionary). Various features such as disk I/O, printer formats, search and replace, and data base merge are menu driven so that no memory work is required.

A reference card summarizes all the rest of the commands available with this product. In addition a well indexed 200 page manual is provided with enough detailed examples that even your pet rock could produce a major novel with comparative ease. The manual has a 100 page beginner's tutorial that starts with where to stick the disk and ends with creating and modifying the spelling checker dictionary and printer drivers. I can't say enough good things about the manual since it is absolutely the best set of software instructions I have ever used.

The program has two distinct modes of operation, "Typeover" and "Insert" (i.e. Control-T and Control-I; pretty clever, eh?). I usually blaze along in "Typeover" making up my thoughts as I go along. The editing commands are straightforward mnemonics as well: control+delete, control+U (Undelete), control+M (mark a block of text), control+C (copy a marked block), control+X (delete a marked block), etc. Several thoughtful touches such as one finger cursor control, upper/lower case conversion, macros for long phrases, and auto page numbering make the editing of a document a breeze.

The "Insert" mode is a study in transparent unambiguity. No cutting, spacing, typing and rejoining here! You simply plant the cursor and start typing. All following text moves over at each keystroke to let you see what you get.

Printer style controls allow use of nearly all of a printer's capabilities for over 20 standard printers. Thus you can insert emphasized, double-strike, double-wide, Italics, underlined, and sub/superscripted text

throughout your literary masterpiece. Font modifiers let you change among Pica, Elite, compressed, proportional, and spaced proportional type by using standardized commands in the text. The Writer's Tool converts this information, also mnemonic, as well as margins, indentation, and spacing commands into printer "control characters" to save the writer from the grief of ever having to imbed horrendous strings of gobbledygook within the text. (True die-hards can still imbed control characters to their heart's content).

Does the software have bugs? None particularly serious from my point of view. The DOS could use an "Undelete", but since the program is not DOS specific, going to Enhanced Density Atari DOS could resolve this. I've forgotten to turn my printer on and the program acts locked-up but "reset" puts things right again without losing any text. The major complaint I have is that the print-preview screen is only 40 columns wide (and does not scroll over to 80 or 120 columns). This is ok for locating page breaks but not at all satisfactory for hyphenating, right justifying, or typing tables. (I have since learned that a SPREADSHEET is better for tables anyway, since it allows you to sort and resort columns without ever giving a thought to format). Another nice feature (not found here) would be a cursor column number window, since setting tabs is the only exact way to line things up past the 40th column. I can also see no easy way to use The Writer's Tool to write involved scientific equations (i.e. using integral signs, summation symbols, and Greek characters). A dot matrix printer may allow alternate character sets, but it won't be easy. Presently it takes a bit of planning to get dollars and cents to line up out past column 40.

I've written OSS letters and called them with problems and have always gotten timely solutions, not the excuses I've come to expect with software houses. I even received the spelling checker upgrade (unsolicited) a year after I owned the software. Presently I am on a waiting list for a printer driver to use 100% of my printer's capabilities; that spells great product support. So why doesn't everyone own a Writer's Tool? Price is an obstacle to many since it discounts over \$50. It is also not the simple tool for friendly letters, but rather a workhorse for long documents with headers, footers, alternating margins (for binding), proportional spacing, double column printing, lots of format changes. Advertising is also a factor. I haven't seen an ad for The Writer's Tool in 2 years and ANTIC didn't include it in their list of eligible word processors (see ANTIC 2/87).

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JIL FEATURE OF THE MONTH JIL



Review

TEXTPRO WORDPROCESSOR (8-bit)
PUBLIC DOMAIN - Developed by
Mike Collins and Ronnie Riche

Reviewed by Clinton Pierce (G.A.G.)

"Review Textpro?" Sure, I had used the program before, but I didn't have the docs and really didn't know all of the features. So, I went and bought a copy from the GAG library. HOLY COW! This has got more bells and whistles than 1030 Express!!

First of all, I am using Textpro 1.2a (with extention 2.5e) on an Atari 130 with a ramdisk setup. The program's built-in printer control codes do not work well with my Star SG-10 (but these can be changed, so easily!). The particular disk I have has all of the author's help files (accessed by hitting OPTION or HELP and the appropriate key for the menu you want to see).

In addition to all of the normal word processor features (Find, Replace, Insert, I/O operations, Move, Paste and about 40 more), it supports user defined fonts (which can be created with Create-a-Font, a public domain font maker available from most club libraries), an unusually large buffer (about 126 sectors, larger than Atariwriter or Home Writer), and macros.

Until I read the Textpro docs, I thought a macro was a fish of the family Scombridae. In laymans terms: a macro allows several operations to be done at once using a single keystroke. So far, I've only used the macros on the disk, however, there are serious possibilities in this. My fvorite, (in writing this review) is Swap, it allows me to work on two different documents using my ramdisk as a buffer for the second document and just by pressing the START button, being able to work on two things at once. Or, if you're like me, and can't remember how to write a modified block letter, all you have to do is create a macro that sets up the form and fill in the blanks.

Not only did the authors read the Wordstar manual and include every possible feature, they also must have spent a few hours with De Re Atari and Atari Technical Notes. I have not been able to hang the program nor have I been able to do anything to snag it that couldn't be



fixed with a System Reset. The program is fast, its I/O operations are quicker than other commercial programs and more foolproof to boot. (Ami plans for a spwlling chekre in the futuer?)

Complaints Depts: Actually, I have no major complaints. The search and replace could be a bit faster (to change "and" to "sand" in a 126 sector document takes 92 seconds). This is actually the second review I wrote for Textpro.

The first one got wiped out at 1 am when I loaded a file right over top of it. In my drowsyness I thought it would merely append it to the bottom. This is where a message like "Erase File in Memory (y/n)" would be really helpful...

In conclusion, I would just like to say that Textpro is MUST for anybody who does serious word processing. It is public domain, meaning that you can download it from you local BBS or buy it from your Atari User Group. In my opinion, this program could blow out most other commercial programs and would make an excellent addition to any library (Be sure to get the accompanying Doc files too).

(PUBLISHER'S NOTE: The TEXTPRO revolution in word processing is just beginning. Already another new version (2.5r) has been released that allows use with a RS-232 handler in place.

Now that might not seem like much, but the doc for the new version suggests putting it on the same disk as EXPRESS 850... call EXPRESS "AUTORUN.SYS" and TEXTPRO "DUP.SYS", and any reset from EXPRESS will take you into TEXTPRO... while a simple command from TEXTPRO would return you to EXPRESS... all in RAMDISKS if you like for INSTANT SWAPPING. YIKES!

And if that weren't enough, the new version has a VERY CLEVER and EASY system to divide and re-merge files that are too large to work on in one piece, a problem that the size of the work space in any word processor often causes. You simply place the cursor where you want to cut off the partially loaded oversize file, and press a button. The "upper" part of the file dissappears into a new file (in a RAMDISK if you like) and the file continues to load into the newly opened area of work space. When you get to where you want to be, edit as you like, and another keypress reassembles the entire file. YIKETY YIKE!!

This file divide MACRO will soon be available as an EXTENSION file for use with version 1.2a (which still has it's own virtues that were left out for compatibility reasons in version 2.5r). I also wrote my own MACRO that will take any format file I find (ST, ASCII, ANYTHING!) and in seconds remove, replace, redo, reformat it into 1) the proper style for pinting in this magazine (paragraph notation and all), 2) another version with

modifications for display on the BBS, and 3) yet another for uploading to COMPUSERVE. All while I just watch.

More EXTENSION files are also planned for other special purposes. Additionally, the authors of TEXTPRO are planning an 80 COLUMN version that should work with the MIO (from ICD CORP), the ACE-80 CARTRIDGE (from AMIABLE COMPUTING), and the ATARI 80 column box (assuming it is ever released). With this modification, TEXTPRO will fullfill ALL of my own desires in a word processing package, since the current versions do not have a "preview" mode. Even so, I use Textpro EXCLUSIVELY now for work in both my profession and for this Magazine.

I DO have two complaints about TEXTPRO. First, sector counts are not displayed in the disk directories, in order to display more of them at once. I don't know about anyone else, but the size of a file is IMPORTANT to me. Second, if you put TWO SPACES after a period (a standard format for publications), and the wordwrap during the printing causes the second to wrap to the next line, it is NOT SUPPRESSED (the first IS, as they BOTH should be). You will notice occasionally that there is a leading space in a line within a paragraph in this magazine... it's the mark of TEXTPRO. I hope that these items are soon addressed by the authors of this fine package.

That aside, the only DIFFICULT thing about TEXTPRO is understanding how such a GREAT PROGRAM can be PUBLIC DOMAIN! -- John Nagy)

JL FEATURE OF THE MONTH JL

ST Review

FIRST WORD PLUS FOR THE ATARI ST
Reviewed by: Pattie Snyder-Rayl (W.A.U.G.)

Anyone who enjoys word processing with First Word will be more than pleased with First Word Plus from GST. Though the copy I have is only a pre-release version, it is impressive. The same features found in First Word are still here with a number of enhancements. Since all ST owners are probably familiar with First Word, I'll only describe some of the new features -- which may be incomplete since the user manual was not available at the time I got a copy of the program.

One of the more useful additions is a large on-line dictionary containing everything from "acrimoniousness" to "zygotes." Changing misspellings within your documents is as easy as

a click of the mouse. When a misspelling is found, the dictionary gives a number of possible correct words. Simply click on the correct word and the REPLACE option box to insert the proper word. The minimum system requirements for using the dictionary is a 520ST with TOS in ROM.

Another nice enhancement is the "Graphics" option, which allows you to insert NeoChrome picture files and international/mathematical characters anywhere into your copy.

A number of additional features which were not implemented in the pre-release version are footnotes, help on hyphenation during reformatting, multi-column printing and a mail facility. Without these options, First Word Plus is still a definite improvement over First Word -- with these other features, owning this word processor would be a definite Plus.

JIL FEATURE OF THE MONTH JIL



PUBLISHING FOR THE MASSES
by Gil Merciez

Every once in a while, a piece of software arrives on the scene that is so enjoyable I PUBLISHING FOR THE MASSES by Gil Merciez

Every once in a while, a piece of software arrives on the scene that is so enjoyable and powerful that minor flaws are almost ignored. Publishing Partner (\$149 retail) from SoftLogik is just such a package. A full fledged desktop publishing program that ST owners have been craving has finally arrived.

Desktop publishing is a term that's been bandied about over the past couple of years since the arrival of Aldus Corporation's Pagemaker for the MacIntosh. In its simplest terms a desktop publishing program in conjunction with a laser printer let's you create a document, whether it be a simple flyer or even a magazine, in a way that was previously restricted to professional typesetters. While the output quality of today's common laser printers is high in relation to a standard dot matrix, their 300 dots per inch resolution still does not match the 1200-2000 dots per inches achieved by professional typesetting equipment. However, the quality is sufficient for all but the most demanding of business and professional applications.

Using the complete GEM interface, PP is a joy to use with most functions intuitively obvious.

You can be up and running in under an hour with only occasional forays into the thoughtfully prepared reference manual. In addition to the reference section the 160 page manual includes a table of contents, index, 10 minute guided tour, and a more extensive tutorial in conjunction with a sample file on the disk. As your experience grows, direct keyboard equivalents are available for most menu selections.

Publishing Partner includes both a medium resolution color and a monochrome version. Screen resolution does not affect the print output but after using both versions, I would highly recommend the use of a monochrome monitor especially when using fonts that are 10 points and smaller.

Undoubtedly, PP will get its heaviest use in the realm of newsletters, and for this purpose it is perfectly suited. In addition to a large assortment of built in drawing tools which include circles, ovals, boxes, polygons, freehand, etc., (Line style can be customized, a wide choice of thicknesses is available along with 40 fill patterns), you can also import pictures or clip art in Degas, Neo, or Tiny format. Ascii text files can be imported directly into columns with the option of routing the text to a different column, or a different page. Anything that you place on a page can be cut, reduced, enlarged, deleted, moved, or cropped. Multiple pages can be created and held in memory dependent on available RAM.

Page size is variable from a 1 inch square to a mammoth 18 by 18 inch spread. PP defaults to a standard 8 1/2 by 11 inch page. Pages can be viewed, created, or edited in actual size, full page, 200%, 50%, full width, or any percentage between 15 and 999. Only in the multiple page viewing mode can you not create or edit your document. Columns can be created automatically or manually. A ruler option provides the ability for precise placement of graphic or text objects. Both left and right master page formats can be entered which will carry through the entire document. Pages can be numbered automatically and can be started at other than page one.

Text can be entered directly into your document and PP's wide variety of text editing tools are at your disposal including search and replace functions which, at your option, can be case sensitive. Font sizes can range from 2 to 216 points. Three screen fonts are provided with more to be available later. Each font can have any combination of 14 different styles including upside down and mirror (backwards). Fonts and styles can be changed from letter to letter if you wish.



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- * Limits: Uses 12.5K when active. No BASIC in 400/1200 computers.
Can only edit 80 chars in BASIC, but can toggle between 40 and 80 column modes easily. 16k for text in Letter Perfect.
- * FREE patch for LETTER PERFECT (Version 6.00-6.06)
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1. 8 1/2 x 11 (For normal size printers)

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Two BONUS programs have been included. The first one is a History Writer program which is like a wordprocessor. Now you can enjoy typing history about your ancestors. The second BONUS program is a disk searcher. Use it to find names, dates, places or anything on a chart.

SYSTEM REQUIREMENTS

- * A Dot Matrix Printer that can print in Condensed Mode.
- * An Atari Computer with at least 48K and BASIC.
- * An Atari compatible diskdrive.
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Text formatting commands include Centering, block right, block left, and full justification. Superscript and subscripting is supported. As both screen and print fonts are fully proportional, PP includes a provision for setting the character spacing of your choice as well as a manual kerning option which lets you adjust the space manually between two letters. Line spacing is, of course, fully adjustable. A buffer is provided for copying and moving, text, graphic objects, or pictures.

While Publishing Partner supports Postscript compatible laser printers, most of us can only dream about owning such an expensive toy that starts at a minimum of \$2,000 (for a real cheapie). Publishing Partner supports dot matrix printers. The first release contains drivers for the Epson FX80, MX80, and compatibles which include Star, Panasonic, Mannesmann Tally, and even two drivers for the Gemini 10X. More drivers will be added according to SoftLogik. Output to dot matrix is impressive using the quadruple density graphics mode, although a bit slow at about 8 minutes a page. Speed will vary depending on printer. Don't feel bad, however. Depending on the graphic content of the page, a laser printer could easily take this long or longer as it has to compose over a megabyte in memory before it even begins to think about printing it. The six or 8 copies a minute that are advertised for laser printers are only for the actual printing once the page has been composed.

Due to the enormous amount of bytes that Publishing Partner has to process to print a page, it will pause during the print cycle as does Printshop. You can eliminate this pause by installing a minimum 32K print spooler. Apparently larger spoolers don't appreciably speed up the time the program is tied up in the print cycle.

PP originally intended to use Atari's GDOS for dot matrix printing, however, due to the late arrival and questionable quality of version 1.1 of GDOS, SoftLogik developed their own printing routines almost at the last minute. (All of the manual's printing instructions refer to GDOS. A four page insert tells you to ignore GDOS instructions.) As a result only one printing font, Helvitica, is supplied on the disk. SoftLogik is currently working on additional fonts which should be available soon along with a font editor.

As with most young programs, particularly one as sophisticated as Publishing Partner, a few bugs have appeared in Version 1.0. The nastiest appears at times when changing font sizes on a column that is routed to another column. The program can lock up tight. A few other problems sometimes arise during the printing process. It is best to save your work

regularly to avoid losing hours of work. A few other problems can arise during printing when PP cannot find the printer font on the last disk accessed. To work around this problem, make sure you have the font files on the same disk as your source file.

SoftLogik is aware of the initial bugs and has promised a free update to all registered owners which should be available by the time you read this. SoftLogik appears to be truly concerned about user support and welcome user comments as they plan to further enhance this already powerful program. This concern is further evidenced by providing Publishing Partner on unprotected disks. Their first order of business should be in fixing the few nasties, providing additional fonts, and supplying additional printer drivers, all of which they have promised.

As I mentioned in my local column, I recently read a review of five desktop publishing programs for the IBM in PC Magazine. Prices for these programs, most of which require a hard drive, range from \$149 to \$895 with some of the more expensive programs not containing all of the features of Publishing Partner. In fact some could not even import bit mapped graphics. It appears that PP can stand well with any of them. On the Mac and IBM minimum desktop publishing systems start at \$10,000. With the announcement of Atari's laser printer in conjunction with Publishing Partner, the price will drop to around \$3,000 which will put desktop publishing within reach of many more people and small businesses.

This short overview can only touch upon some of its features. PP has a good shot at becoming the premier productivity tool for your ST and you'll enjoy every minute of it.

|||||



Viewpoint

ADVOICING THE MAIL ORDER BLUES
By: LEO SELL (C.H.A.O.S.)

Every now and again the subject of mail-ordering comes up as a hot topic of discussion. Maybe it's because of the Christmas orders people put in, or maybe the discussion just recycles. Whatever the reason, it is a topic that needs to be addressed.

First, let me make it perfectly clear that the intent of this article is not to encourage you to mail-order your equipment and software. In fact, if it is at all possible, I strongly



encourage you to shop locally. Support local dealers and advertisers. But, the fact is many computer owners find mail-ordering a necessary evil for a variety of reasons.

We've all heard, or experienced problems and frustrations when we mail order merchandise. So how can you minimize the problems? There are a couple of basic rules to keep in mind.

RULE #1

Never, never, never send cash or its equivalent when you mail order anything. This includes currency, checks or money orders. Why???? Cash gives you NO protection if you have a problem or disagreement. The merchant, since he has your cash, holds all of the cards. He can take as long as he likes to fill the order, or send you old stock, or whatever. When that happens, you will have no recourse but to take up the problem with the merchant alone, and you are still at his mercy.

RULE #2

When you order, use a Bank Card such as Visa or MasterCard. Even though you may have to pay a premium of 3 or 4 percent, the protection you get with a Bank Card is well worth it. Buying C.O.D. can also help, but only as far as getting the merchandise in a reasonable amount of time. Any problems you have after taking delivery still must be taken up with the merchant and the merchant alone.

PROTECTION

So what is the protection that using a Bank Card will afford you? Well, just as I was writing this article the February issue of Consumer Reports arrived with an article called "The Hidden Power of Plastic". So, what follows is a homogenization of my own experience working for a major Bank Card company, and pointers from Consumer Reports.

The protection you have by using a Bank Card is called a chargeback. Chargebacks came about as part of the Fair Credit Billing Act. Basically they are a way to charge a purchase back to a merchant. There are several reasons to request a chargeback:

- Billing before shipping
- Backordered merchandise
- Quality of goods (returned of course)
- And so on...

For the most part, when a problem occurs, you have plenty of time to request a chargeback. But to be safe you should make the request within 60 days after the charge appeared on your bill. Here are the steps to take:

1. Contact the merchant and try to get satisfaction. According to Consumer Reports formal documentation is not necessary. A phone call will do, as long as you have the name of the person you talked to.

Tell, or write, exactly what your grievance is, and exactly what you want done to correct it. Also state the time limit you are giving them, after which you will take other action.

2. Write the Customer Service Department of your Bank Card Company. DO NOT enclose your letter with your payment. Look for the address given on your statement to "Send Inquiry To".

Your letter should include your name, address and account number, the essential facts of the dispute (including your merchant contact from step 1), and the amount of the charge or the amount that you are withholding from your payment if you usually pay in full. Consumer Reports then says, tell them explicitly that you request a chargeback under the special rules of the Fair Credit Billing Act. If possible, attach a photocopy of the statement showing the charge.

Don't pay for a problem purchase. If you already did so, and your balance is zero, then the company should deduct the amount on your next statement.

Once the Customer Service Department has your letter, they will take steps to charge the amount back to the merchant. The chargeback procedures will involve your Bank Card company and the merchant's. If the chargeback is accepted by all parties the amount will be taken off of your bill.

If the merchant challenges it then your Bank Card company will have to take a second look. Usually they will support you, their customer and do what you, their customer, wants done.

FURTHER ADVICE

In a mail order dispute, if the charge is put through before the merchandise arrives, or if it doesn't arrive in the expected time, request a chargeback.

If goods don't show up within 30 days after an order, request a chargeback.

If you have requested a chargeback on undelivered goods, refuse delivery if they eventually arrive.

If it appears that fraud, or near fraud is taking place, contact the Fraud Department of your Bank Card Company, as well as the Postal Inspector, Better Business Bureau, and Attorney General of the state in which the merchant is doing business.

All in all, be assertive when you order merchandise. Insist on knowing if the merchandise is in stock or not, when it will be shipped. And don't allow billing before shipment. Protect yourself, no one else will.



ST Report

ST NOTES

By: LEROY VALLEY (T.A.G.)

Anybody out there looking for hard drive goodies? You know, things like an EXTREMELY fast backup utility to handle all of those MEG's that you've got lying around, or how about autobooting from your hard drive without a floppy? Yes, if you act now folks you too can have all of these goodies and more! (If you didn't guess, I'm going to talk mainly about hard drives this month.)

But seriously, you don't need to buy a hard drive backup program. There's a hard drive backup program called Turtle (currently available on Genie, Compuserve, or at our club library) that really is nothing short of amazing. It creates a ram disk which duplicates a single or double sided disk exactly. Once the ram disk is full, it does a track by track copy to the floppy in your disk drive. This eliminates the physical head movement required for writing each file, and the time savings are substantial. As a comparison, a friend of mine who uses Michtron's Backup utility, backed up a 6 Meg partition that was full. It took 1 hour, 12 minutes, and 8 disks. Using Turtle it took 11 minutes, and 8 disks! And Turtle is not a bare bones PD program. It provides you with all sorts of information, like the current folder being backed up, the number of bytes in the folder, the number of bytes remaining in the folder to be backed up, the number of folders that have been opened up, the current floppy number, and each file is listed as it is backed up. The only bug that I have found is that Turtle does not back up a file with 0 bytes, such as some of the printer files in Print Master.

Notice that I said the number of OPENED folders, not the number of folders backed up. This is due to the infamous GEM 40 folder bug. That is, if you open more than 40 folders in a session, you could experience a computer lock up. Using Turtle, the number of folders opened will be twice as much as the actual number on the hard drive. This is due to the fact that you are recreating each folder on the ram disk. I did not experience any problems until I hit 93 open folders on one of my partitions. At this point, my computer displayed those cute little bombs and turned into a deaf mute. After shuffling the folders on my hard drive and reducing the actual number to 39, I backed up the drive without any problems.

Now, on to the juicy stuff -- autobooting your hard drive! You can find a file in the General/Disk Utility data library on Genie right

now (it's also in our club library!) called HDINSTALL.ARC. This program is designed to install a program on your SH-204 Atari hard drive that will allow it to autoboot when you fire up your trusty old ST. DON'T DESPAIR if you're the proud owner of a Supra hard drive - the program will also work on your drive! However, as they say, there is no free lunch. This program requires you to reformat your hard drive and to leave 0.3 MB unused. That's right 0.3 MB!

I was just about to install it on my Supra (I knew that Marc had it running fine on his), and decided that I would call Supra to verify that the drivers for the SH-204 and the Supra were indeed compatible. Supra assured me that I should have no problem, but when the technician learned that the autoboot program I was going to use required the loss of 0.3 MB, he told me to wait for the Supra Auto Boot program. Supra has their own program running in the lab, and it only requires 2 sectors on the hard drive! It should be available in the Atari Developers section on Compuserve by the time that you read this. Along with the autoboot feature, the program will allow you to install as many as 12 partitions! Boy, am I glad that I bought the Supra! (The program will be copyrighted, so it will not be in our club library -- sorry.)

I'm going to mention one more item before I call it quits. I just received a new book in the mail from Abacus called "ST BASIC TO C". This book is designed for people who already know basic and would like to learn C. The book offers clear cut examples in both ST Basic and C, and the author does an excellent job of explaining how to implement basic functions in C. The first chapter is a whirlwind tour of C, and covers all of the basics you need to get started programming in C - for and while loops, printf and scanf statements, variables, constants, arrays, if and if-else loops, etc. This chapter gets you going right NOW. Later chapters cover each of these topics in greater detail. The author does a very good job of presenting the material, and he writes in everyday language. If you want to learn C fast, this book is a must!



Telecom

Is Packet Switching Networks in Danger?
by Jerry Cross (GAG)

Over the next few month you will be hearing a lot of things about increased Compuserve charges, the elimination of PC Pursuit, and many other types of information network systems.



So far, the only information that has been printed are vague comments from Philip Walker of Telenet. Trying to get information about anything to do with Computer Enquiry III is pretty tough. My calls to the FCC only brought such comments as "HUH?" and "Try calling this guy".

Anyway, here is what I have found. Be advised that I am an employee of Michigan Bell and may be a bit biased, however I am also a heavy user of information networks like Compuserve, Genie, etc, and have an interest in their views also.

First, what's all the fighting about? Last year, the Bell Operating Companies (BOC's) filed a request with the U.S. Federal Court to change some of the restrictions imposed by the 1984 Modified Final Judgement (MFJ). The MFJ is a guideline that spells out what the BOC's are allowed to do after the break-up of AT&T took effect.

Part of the MFJ restricted the BOC's from getting involved in packet-switching and information services.

Packet switching systems are services you use to access online databases and commercial online services, such as CompuServe and The Source, with just a local telephone call. Once you call the local Telenet or Tymnet number, for example, and a connection is made, you are then connected with a computer that puts you in communication with the online services with which you wish to communicate.

Currently, the FCC regulations allow AT&T (and NOT the BOC's) to engage in Packet-switching network operations. The BOC's must offer free local-calling access to their lines to any companies engaged in the packet switching services.

These regulations have allowed Telenet and Tymnet, among other companies, to operate at a reasonable cost in a competitive atmosphere. As things stand now, you can call any local Telenet or Tymnet access number and use these services to inexpensively access such services as CompuServe, The Source, Delphi, and countless others. In addition, GTE's new PC PURSUIT service now offers you the access, through their Telenet Packet switching service, to literally hundreds of local bulletin boards in cities all across the country—for the flat charge of \$25 per month.

According to Tymnet officials, eliminating the FCC requirements that stipulation that the BOC's offer these companies free access to their local telephone connection lines, and also by allowing the BOC's to begin offering these services themselves, would cause the access charges to their users to double, or even triple.

And now the other side of the coin. In a newsletter dated January 19, Ameritech Chairman Bill Weiss stated their intention to fight the MFJ rules, and request permission to provide information and inter-exchange services.

Lifting the inter-exchange service ban would give major business customers more options and also benefit small customers, allowing BOC's to handle high-end customer needs.

Also, lifting the information services ban would make information services widely available to ordinary citizens, boost the small business sector where most new jobs are being created and unleash countless new entrepreneurs to enter that market.

Foreign telephone companies—especially in France, Japan, and Britain—are already offering a host of 21st century electronic information services that are not yet offered here. The reason is that they permit their phone companies to compete in these markets, and we don't.

Removal of the information services restrictions would not put the Bell companies at an unfair advantage, because FCC regulations would assure competitors of equality of access to the local network.

The real problem, in my opinion, is that the existing companies are very worried about the BOC's taking away most of their large-usage customers, and stand to lose large amounts of their business. The bulk of their business comes from the business sector, not from the individual home-computer user, much the same way the phone company works. By charging larger access charges during the day to large companies, they can easily subsidize the home users, thus keeping the cost down. But if they lose their business customers they must raise money from other means (like us PC PURSUIT and CompuServe users).

What people keep forgetting is that the BOC's will be offering these same services. They are much better prepared, both financially and in technology to do so. If the BOC's can offer these services (and more) to their customers, they should be given the chance.

All the BOC's want is the opportunity to offer this services (creating competition in the packet-switching market), but in order to do this, the "core" of the MFJ will have to be gutted. In the long run, the winners will be the business customers, while the losers are the personal computer users who are dependant on PC PURSUIT and others to access long-distance systems.

It would be nice to have a crystal ball and see what the future plans of the BOC's are, but for now we are very dependant on the current

companies offering these services. It is very important that you make your views clear to the FCC and the Federal Court, and be sure they are looking after your interest.

On February 2, the Department of Justice recommended that the federal court overseeing the Bell System breakup lift the information services and manufacturing restrictions imposed by the MFJ. Judge Greene set initial hearings on the recommendations for March and April. He is expected to seek comments from a variety of industry players in his deliberations—including regional companies, manufacturers, and long distance and information services providers. Industry watchers predict it will be late summer or early fall before Judge Greene concludes his deliberations, so there is still time for you to be heard!

Send your comments to: Honorable Mark Fowler, Chairman of the Federal Communications Commission, Washington D.C., 20554.

ST Technical Review

AERCO 1 MEG RAM UPGRADE FOR THE ST
Reviewed by: CRAIG HARVEY (W.A.J.G.)

The ad for this product (in Antic) caught my eye over any of the others because it was the first one I'd seen that claimed not only no soldering, but also easy upgrade to 2.5 or 4 megs (using 16 or 32 1 meg RAM chips). After checking my December issue of Byte magazine and finding that 1 meg chips had come down from around \$90 in September to about \$40, I concluded that someday I might actually be able to afford to get into the multi-megabyte league. So I ordered the version with the 1 meg sockets already installed (\$209). The ad also mentioned the need for a larger power supply when going above 1 meg of total RAM, but when I called up AERCO I was told that it looks like the 1 meg chips draw less power than expected, so the larger power supply would not be needed.

It took over a month to receive the upgrade AFTER my check had cleared. Even with the holiday rush, this still seems long. When it arrived I read through the very complete and well illustrated directions, and took apart my ST for my first time. Tools required for the upgrade are: a small Phillips screwdriver; a needle-nose pliers; 2 jewelers screwdrivers (or other small tipped prying tool); a flashlight (only if you like to see); and patience!!!

Taking it slowly and gawking at the innards of the ST, I still was done in about 45 minutes.

The instructions said something about an included disk that would tell the computer to use all the RAM. This disk was not included, but a phone call determined that the disk had only been needed on earlier versions of the upgrade. I confirmed this by successfully setting up a 720K ramdisk.

A couple days later I came home to find my BBS (and the computer) crashed. I couldn't even get a disk to boot. After taking apart the ST and attempting to find/fix the problem, I concluded at least one problem was a bad solder joint in the upgrade board (and I was unsuccessful at fixing it myself). So after another call to AERCO the upgrade went back to its maker.

A few weeks later, I received a call from Aerco saying the revised version would be arriving in a couple days. The revised design would take care of the different thermal expansion rates in the original design which caused it to fail.

The new version did arrive, and looked better constructed than the original, BUT out of the 68 pins that were supposed to be there, only 65 existed. Another call to Aerco and another week's wait got me a proper sample of the revised version with all 68 pins. It looked good and was simple to install (no soldering). It has now been working wonderfully for a couple weeks, 24 hrs/day, allowing me to maintain a 640K ramdisk for my BBS. I can also fit my Modula-2 editor, compiler, linker, and library files into it for much faster and more pleasant programming during those few hours per week when I take down the BBS to satisfy the programming urge.

Atari Eight Technical

UPGRADES ARE FOR EVERYBODY
by Gary Ferris with John Nagy (C.H.A.O.S.)

A great deal of attention has been focused recently on the large number of ATARI computer memory upgrades. This article is not intended to deal with the technical aspects of the various upgrades, but will try to point out the reasons why you should consider any particular memory upgrade.

If you are seriously considering a memory upgrade, by all means do it SOON. The price for memory chips is about \$35 to 60\$ per 256K already, and is expected to as much as TRIPLE in the next few months due to import trade regulations.

313-261-7609



MAGAZINE. His original design was not compatible with the 130XE, but since it predated the XE there was no standard to follow. Claus soon modified it to be XE compatible and placed the plans and source code for his RAMDISK drivers in the public domain. That effort started the real avalanche of upgrades.

At first a circuit board with the necessary support chips had to be hard wired. The circuitry on the board depends on which ANTIC chip your XL has. Fortunately for the sanity of the technical members of user groups who were being asked to do upgrades, several plug in boards became available. (I would personally pay for a board out of my own pocket before I could EVER be persuaded to hardwire one again!!).

If you are fortunate, all the chips will be in sockets. If so, then changing the required chips will be a snap. If not, then exercise great care in desoldering the chips and CAREFULLY inspect the double sided board for damaged paths. Repair any damage and install sockets. This will make it far easier to change any chips which may go bad in the future.

THE RAMASTER

THE RAMBO XL

THE RAMCHARGER

Note: This mod IS NOT memory compatible with the XE computers. You will NOT be able to use software designed for the XE and XL upgrades nor BASIC XE, but instead must use AXLON type ramdisk drivers and software. This is a serious drawback to this mod, but the RAMDISK capability is still worth the effort.

Although 486 upgrade kits for the 16K 400 computer have long been available, the supply (and demand) has just about disappeared. The effort and expense of this upgrade is typically not worthwhile considering the limitations of the 400 keyboard and the price of NEW XL and XE machines.

One of the first upgrades for the XL was invented by Claus Bucholz and published in BYTE

with the original 800s since it is plugged into the cartridge slot. It does cost substantially more than the other upgrades though. The 256k cartridge is \$150. They have a 512k version for \$200 and 1 meg version for \$300. Included with the cartridge is MyDos and it is compatible with the Axlon upgrade to give you 288k in SynCalc and SynFile+. For more info, contact Magna Systems (718) 939-0084 or your local ATARI dealer.

THE NEWELL UPGRADE

The upgrade board by Newell Industries is not fully compatible with any of the above upgrades but is more nearly compatible to the actual 130XE in that it retains the ANTIC enhanced mode. (The 130XE allows you to use the extra memory for the CPU or as video ram (ANTIC).) Since there is very little software which uses the ANTIC mode this is not an important consideration. For more info, contact Newell Industries (214) 442-6612 or your local ATARI dealer.

THE 600XL UPGRADE

After having done several 800XL upgrades, someone asked about upgrading the 16k 600XL to 64k. I thought, 'At last! A use for all those 4164's.' No such luck, where the 800XL's use 8 64k by 1 bit chips, the 600XL uses 2 64k by 4 bit chips. This means that pile of old chips you've been saving is useless and also that the 256k upgrades for the 800XL will not work on the 600 XLs. I don't know if there are 256k by 4 bit chips available or not. If not, then 64k is the practical limit for a 600XL. It is an easy upgrade though requiring only the new memory chips and 3 jumpers. Most clubs have these plans available, or buy a kit from COMPUTER SERVICE LAND for about \$25. (703) 237-2950.

THE 320K 130XE

First, I'd like to thank Scott Peterson for sharing the upgrade instructions with ATARI users. It's a very clean modification since most of the circuitry for bank selection is already built in the XE.

To do the 320K upgrade is very simple if you have any experience at all with soldering. I do make one exception to his instructions though. He recommends against solderwick and I swear by it (I HATE SOLDERSUCKERS!!!!) His reasoning is that you may damage the circuit paths. If you use the commonly recommended 25 watt iron you will find he's correct. This is not hot enough to desolder components (33 watt is ideal) I also HIGHLY recommend installing sockets in the spaces where you removed IC's (8 16 pin and 1 40 pin socket) They are not absolutely necessary but this is the ideal opportunity. If you ever have a chip go bad in the future it will be a lot easier to replace this way.

The entire 320k can be done in less than an hour (most of this time being in removing the old chips) Only one chip is required in addition to the 256k memory chips which are substituted for the second 64k bank.

THE 576K 130XE

The 576K upgrade is quite a bit more involved than the 320K. I don't recommend this for the novice. You have to undo some of the 320 upgrade, add 2 additional support chips, and piggyback 8 more 256K chips on the 8 previously installed. This involves a large number of jumper wires also. The additional time to do this mod was about 2 hours (so a total of about 3 hours to do the 576k at one sitting).

You also lose your internal BASIC ROM in the 576k mode. A switch is added which returns your internal BASIC but only gives you use of 192k. To use BASIC in the 576K mode requires a cartridge such as BASIC XE.

THE 1088K 130XE

This is the largest upgrade documented to date.

It is reputed that someone actually built one, although even I wasn't that crazy. In all honesty, the only reason I could see for doing it would be oneupmanship (Ask all your IBM friends how they can live with only 640k), although it may be useful on a BBS. I built the 576k mod and have never come close to using it all in normal use. (I have filled it to see how many files it would hold). Another potential problem is that if you use items such as the XM301 and PR Connection which take their power from the computer, they may not work properly do to inadequate power supply capacity.

In my opinion, the best DOS available, especially for upgraded machines, is SpartaDos by ICD. Their RD.COM file will automatically format the RAMDISK for whatever configuration you have (up to 576K) with the command RD Dn. To reserve the extra 64K for Basic XE the command is RD Dn: /E (space between : / IS REQUIRED). You can also enable the Ramdisk without formatting by RD Dn: /N. This would make it possible to copy a program and it's required data files to the ramdisk as D2(or whatever), and then turn off the real disk drive and rename the ramdisk as D1:

Information on most of these upgrades as well as MANY different RAMDISK handlers can be obtained by calling the CHAOS BBS at (517) 371-1106 in Lansing MI (home of Claus Buchholz!) Upgrade text files and programs are a primary focus of the CHAOS BBS, and are online at all times.

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Review

MONTEZUMA'S REVENGE

Reviewed by Kurt Hozak (CHAOS)

MONTEZUMA'S REVENGE

Parker Brothers
190 Bridge St.
Salem, MA 01970
48K disk for \$40

(ED. NOTE: In the last two issues we brought you some capsule reviews of older software still good and getting cheaper for the 8-bit ATARI. Here is another, with more detail!)

You are Panama Joe, a dare-devil treasure hunter. Knowing there is treasure and excitement to be found, you enter the Aztec emperor's fortress, hoping to get to the treasure room.

So sets the stage for MONTAZUMA'S REVENGE, A puzzle/arcade game for 8-bit Ataris. You must jump and grab the jewels and objects hanging from the ceilings of over 100 different rooms. There are 9 difficulty levels provided so that things do not get boring. To get to the treasure room, you can take take different routes, and you often have to after each level, because the fortress changes after each level. Structures you can use as methods of travel include normal and disappearing floors, conveyor belts, ladders, chains, and poles. Crevices can be jumped, but if you miss or fall short, you lose one of your initial six Panama Joes, which get replenished at various point intervals. Other ways you can lose a life are running or falling into a fire pit, laser gate, spider, skull, or snake. Spiders can crawl up and down ladders, while skulls either roll or bounce back and forth between the walls. Snakes stay in one spot.

There are also doors, which play a major part in the game. There are three types, each either red, white, or blue. In order to open the door, you have to have a key of that color, which you can find in one of the corridors. You can only carry five keys or other objects at a time, but jewels are not counted. When you have to find the right key for the only exit and you have a skull and a spider coming after you, it can get very fun and very hectic very quickly. The other objects other than the keys and jewels are: amulets, which temporarily make all the creatures powerless; swords, which let you kill one of the creatures; and torches, which let you see in the deeper chambers, which are normally completely dark. Unlike a lot of other games of this type, you can back-track from room to to room, and you will often have to.

The graphics and sound effects are very good, both being very realistic. There is a lot of detail, such as the fire swaying back and forth, and Joe going up in a puff of smoke when he falls into the flames. His antics from when he runs, jumps, and climbs are also good. Each screen is uniquely different, providing a challenge every step of the way to the treasure room. However the most important question still needs to be answered. Is the game fun? A definite, unqualified YES! It is the BEST game I have seen of this type, it's graphics putting all of the rest of this genre to shame. It is an exciting game that I can heartily recommend to anyone.



Telecom

HEALTH CARE INFORMATION A LA ATARI

By: Judy Barnes

Aside from the BBSs out there that Atari users have been accessing, there is a world of informational databases available. Information on any subject is available literally at your fingertips through the right database.

Those of you Atari users who are health care professionals may already be familiar with a database from the National Library of Medicine called MEDLARS. Some of you may be accessing the database through BRS or DIALOG vendors.

As you know, the most popular file on MEDLARS is MEDLINE. MEDLINE incorporates the coverage of Index to Dental Literature, International Nursing Index as well as that of Index Medicus. These three primary health care informational resources together index nearly 4,000 American and international magazines in the health sciences.

The National Library of Medicine began last year sponsoring end-user training programs through local health care facilities. Librarians at universities and hospitals have undergone training to teach end-users the six hour "Basics of searching MEDLINE" course. The successful completion of this course entitles participants to file for a password that will enable them to access MEDLARS directly.

The primary advantages to having one's own password to MEDLARS directly are being able to access additional databases not on BRS and DIALOG like PDQ, the cancer protocol database, and the lower cost for searching all of the databases.

MEDLARS is less expensive when accessed directly. After all, they own the rights so there are no royalty fees passed on to you and per citation charges are also lower.



Understandably, there are some differences in the search terminology used by the three vendors. MEDLARS also offers a program to run on IBM and compatibles which is menu driven and develops a search strategy for you based on how you answer questions asked by the software. MEDLARS does respond to user needs and if encouraged, may respond by offering "Gratefulmed" written for Atari and others.

If you do not already have a password to MEDLARS/MEDLINE and your field is health care, you may want to contact the librarian at your place of work or a health care institution near you for information on how you can be trained to search this valuable database system.

Atari Technical

ATARI 1050 DISK DRIVE REPAIR
Defective Head Park Switches
By D. R. HAULSEE

One possible failure of an ATARI 1050 disk drive that will cause endless boot errors is a failure of the sensor that detects if the read head is parked. This sensor is currently NOT AVAILABLE as a replacement part, but MUST be in working order for the drive to operate. This article will help you to replace it with more commonly available parts.

TOOLS NEEDED

#2 Phillips head screwdriver
#1 Phillips Head screwdriver
30 watt maximum soldering iron
Small flat blade screwdriver
Small needle nose pliers
Epoxy or equivalent glue
Xacto Knife

COVER REMOVAL

Turn the 1050 on its back and remove the 6 phillips head screws. Carefully turn the drive back onto its feet and set it down. Gently lift the back of the cover and slide it forward. The front bezel will come off with it.

DIAGNOSIS

The head assembly slides on tracks and is driven by a stepper motor located to the right of the disk platter. The head assembly has an arm that sticks out to the left. This arm slides into a u shaped sensor when the head is retracted.

Connect power to the drive but do not attach it to the computer. Turn the drive on (do not put

a disk in the drive). As the drive powers up it must find the location of the read head. If the head is parked, it will index the head forward until it clears the sensor and then repark it. If the head was not parked, it will retract the head until it is parked.

If the sensor is bad, the head will index forward 1/4 of inch and stop. Every time the drive is turned on the head will index forward.

Eventually the head runs out of travel and will bang repeatedly on the forward stop. When connected to a computer, you get a boot error because the drive cannot find the boot sectors.

As a final test, disconnect the J10 connector on the circuit board. Do not pull on the wires!!!! Use the needle nose pliers. It is the next to last connector on the back left of the circuit board. When the connector is removed, 4 pins will be exposed on the circuit board. Jump the front two pins on the board together and turn on the drive. If everything else is alright the head will begin to retract.

As soon as the head begins moving, turn the drive off and remove the jumper. If the head did not move backwards then the problem is in the circuit board or the stepper motor. That is beyond the scope of this article.

DESCRIPTION OF THE SENSOR

The sensor is composed of an infrared LED and an infrared photo transistor. Either one of the pair could be bad. I have not found direct replacements for them, but, a pair made by Radio Shack will work. The LED is part number 276-143A and the receptor is part number 276-145. Please note, these parts are larger than the original parts and will not fit into the existing sensor housing. You will have to fabricate a housing for them.

PROCEDURE

1. Remove the sensor from the drive. The wire tie to the frame must be cut.

2. Cut the sensor from the wires. Orient the plug as it goes in the drive. Place shrink tubing over the wires and then solder the parts to the wires as follows. The order is from front to back.

1st wire-emitter of part 276-145
2nd wire-collector of 276-145
3rd wire-cathode of 276-143A
4th wire-other lead of 276-143A

After soldering, position the shrink tubing over exposed connections and heat it.

3. Plug the J10 connector back into the circuit board.

4. Fabricate a mounting that positions the LED vertically looking down. The mounting must have fore and aft adjustment and position the LED above the arm on the head unit. The arm on the head unit must pass under the LED. Ideally, the photo transistor pair should face each other. Unfortunately, there is not enough room under the arm for the receptor. By trial and error I discovered that the receptor can be placed on its side. The LED though must shine directly into the receptor.

5. Fabricate a mounting that positions the receptor horizontally looking toward the head mechanism. The mounting must have fore and aft adjustment and allow the arm on the head unit to pass over it. I cut the original housing into pieces and glued the LED and receptor to halves of the mounting. I then used standoffs to set the parts to the correct height.

6. Turn the drive on. As the drive powers up it will position the head over the sensor pair. If the head will not position, check to make sure that the wires are properly connected.

7. Now that the head is being parked, make sure that it is parked in the proper place. As a starting position the back end of the head mechanism should be 3/8 of an inch from the inside boss that holds the arms that the head slides on. If the location is wrong, turn the drive off and move the sensor pair as required.

When the drive is turned back on it will repark the head. Continue moving the sensor pair until you get the 3/8 dimension. The sensor pair is only moved with the drive powered off.

8. Connect the drive to the computer and attempt to boot a disk. SPARTADOS is less sensitive to head location than DOS 2.5. If the disk boots, run some programs to check that the drive can read all disk sectors. If the drive can not read all sectors or will not boot then move the sensor pair a little forward or backwards. My two drives both held a dimension of 7/32 of inch on the gap referenced above.

9. Be patient. Eventually you will get the correct gap. Reassemble the drive cover and you are finished.

Atari Technical

by/compiled by John Nagy

Lots of people have been having all kinds of strange problems since adding the ATARI XM301 modem to their system. Disk drives time out, printers won't print, some drives destroy

directories, some software won't work. The worst thing is that it isn't CONSISTANT, so it's hard to trace... but it is LIKELY to be that MODEM. The problem seems to be that it takes too much power off the serial line, and that kills various things at various times. A fix is proposed by the STATUS group of Virginia Beach: Get three 470 ohm resistors, as small as possible. Open the XM301, and locate the wires coming in from the cable that are labeled "3", "9", and "13" on the circuit board. Some modems will have some sealant covering the wires, be careful. Remove each wire (one at a time, if possible to avoid mixing them) and solder the resistor between the wire and the board. Carefully tape or shrink-tube the resistor-to-wire connection, and re-assemble the modem. That's all! Now the XM301 will use less power and still operate fine.

While you are inside that XM301, you might also want to graft another cable onto the one in it... It's worth sacrificing a normal I/O cable to get out of the "will I use the PRINTER or will I use the MODEM" dilemma faced by many with a one-plug printer interface. Just remove one end of the I/O cable and attach it inside the modem to the existing cable. Be careful to match EVERY WIRE in the modem with the one you are attaching, and be sure you attach the additional cable on the CABLE end of the resistors you added in the above mdd, not on the MODEM end. Don't mix connections, or you may hurt something.

While we are on MODEMS, the POWER SUPPLY on the 1030 ATARI modem seems to both be rather prone to failure and impossible to replace. It is a 9 volt A.C. supply, rather rare in the RADIO SHACK type supply house. So, get a "universal" type 9 volt D.C. supply, open it up (even if you have to get crude with the case) and simply solder a wire across the diodes, or remove the diodes altogether. Be careful if it has 4 diodes, then you had better remove them and reconnect the output wire from your dead supply right to the transformer in the new supply. Check the voltage before you try to use it, the modem will not complain as long as it gets 7-12 volts.

BACK TO THE XE and XL KEYBOARDS: Still having problems after doing some keyboard repairs? Maybe the little springs in the ribbon connector have given up. This happens after several removals and re-insertions of the keyboard ribbon. Check the ribbon itself to see if it has had any of the connections scratched through- if so, carefully trim 1/8 inch off to allow contact on fresh connections.

Also, make the ribbon THICKER for better contact with bent springs by adding one or several thicknesses of ordinary stick-on paper labels. It WORKS.



Last Hacks

BBS Commandments
By Richard A. Hughes
LinkUp Magazine

1. Thou shalt love thy BBS with all thy heart and all thy bytes.
2. Thou shalt love thy fellow hacker as thyself.
3. Thou shalt remember thy name and password.
4. Thou shalt not POST IN ALL CAPS!
5. Thou shalt only use one alias.
6. Thou shalt only call a BBS two times a day (at most).
7. Honor thy Sysop and thy Co-Sysop.
8. Thou shalt not covet thy neighbor's password, nor his or her real name, computer, software, nor any other thing belonging to him or her.
9. Thou shalt not post messages that are stupid, worthless, or have no meaning whatsoever.
10. Thou shalt use the English language properly.
11. Thou shalt spell thy words correctly.
12. Thou shalt delete thine own mail.
13. Thou shalt delete thine olden messages.
14. Thou shalt help other users.
15. Thou shalt not post anonymously when offering criticism.
16. Thou shalt keep thy foul language to thyself.
17. Thou shalt only occupy the BBS with thine arguments, for verily, I say unto thee that thou shalt maketh a fool of thyself.
18. Woe be unto the user who attempts to crash thy BBS, for he or she shalt be cast out from the sanctuary of thy hobby and must repent by doing 40 days and 40 nights of penance of voice-only communications.
19. Thou shalt first dial BBS numbers during the day by way of voice line to assure correct numbers.
20. Thou shalt not post other users' real names.
21. Thou shalt not post messages while drunk.
22. Thou shalt confine thy messages to those of friendship, requests for assistance, aid to the needy, advice, and advancement of thy hobby; and thou art obligated to repel any who wouldst transgress upon those commandments.
23. If thou doth promise to reply to a message and thou doth not, then surely thou shalt spill coffee into thy keyboard and burn out thy central processing chip.

24. Thou shalt not giveth any false information when applying for membership to the BBS, for verily it is writtn that whosoever shall do so will surely be found out and thy welcome on all boards will be thus denied forever and ever.
25. Thou shalt log on properly and in accordance with thy Sysop's rules.
26. Thou shalt observe BBS time limits.
27. Thou shalt not upload "worm" programs.
28. Thou shalt not ask stupid questions that are already fully explained in thy BBS instructions.
29. Thou shalt not compromise the security of the United States of America through thy postings and hackings.
30. Thou shalt not violate applicable state/federal/local laws and regulations affecting BBS telecommunications, or thy will face the wrath of thy judicial system.

BBS Bill of Rights

1. Users shall have the right to free speech.
2. Users shall have the right to privacy.
3. Users shall have the right to appeal before being booted from the system.
4. Users shall have the right to be stupid a maximum of three times.
5. Users shall have the right shut up.
6. Sysops shall have the right to do whatever the hell they want unless it violates the above statutes.

Sysop Commandments

1. Thy sysop shalt jerk out like weeds from his Userlog all twits who obey not his will nor obey thy commandments.
2. Thy sysop shalt clear his files of all users who have not called in four months.
3. Thy sysop shalt not treat new users with disdain, or as slimy creatures that crawl upon the earth, for even sysops once upon a time did not know their bits from their bytes.
4. Thy sysop shalt not add useless laws and commandments to complicate the lives of his users.
5. Thy sysop shalt not create needless electronic bureaucracies.



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